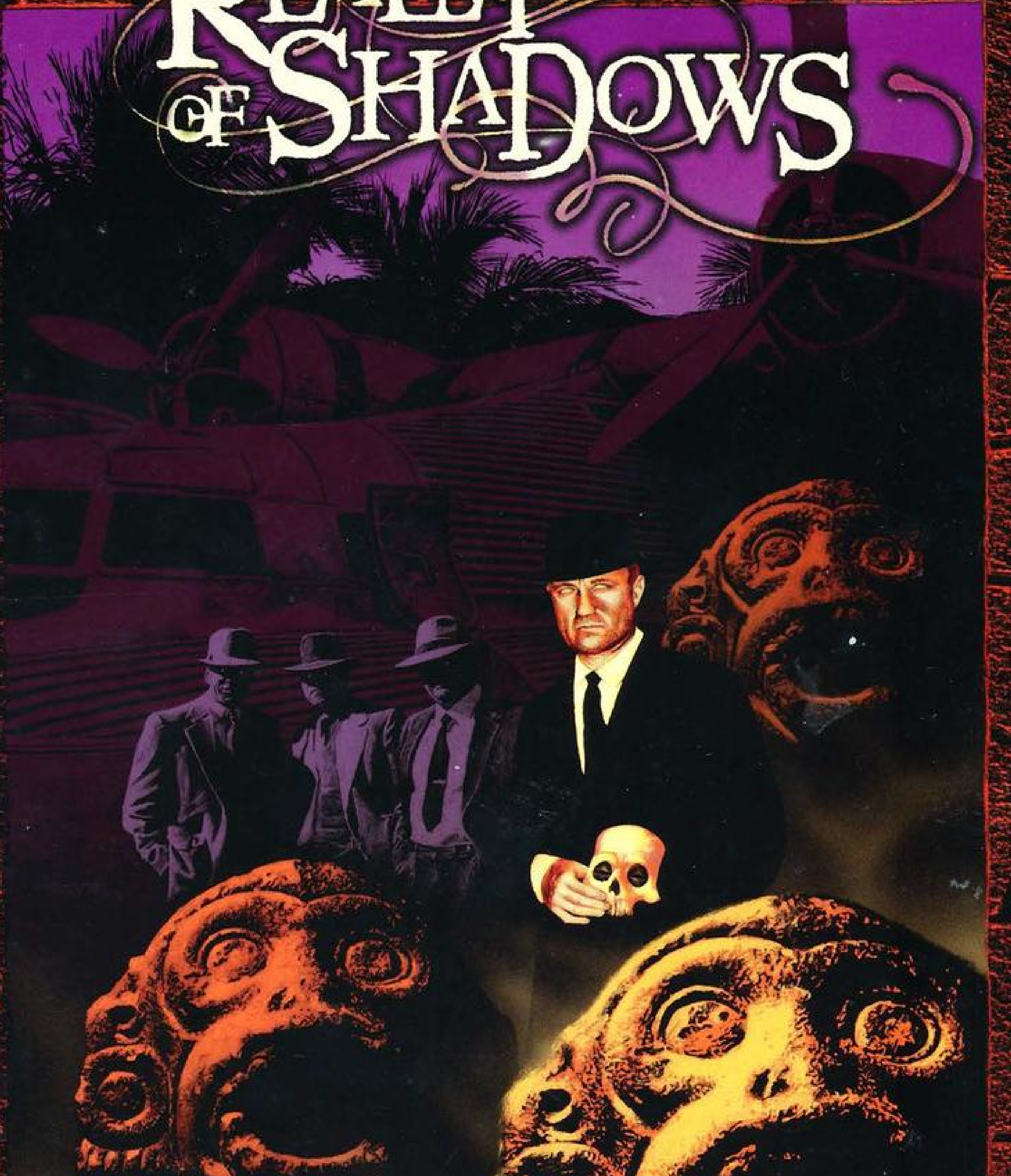
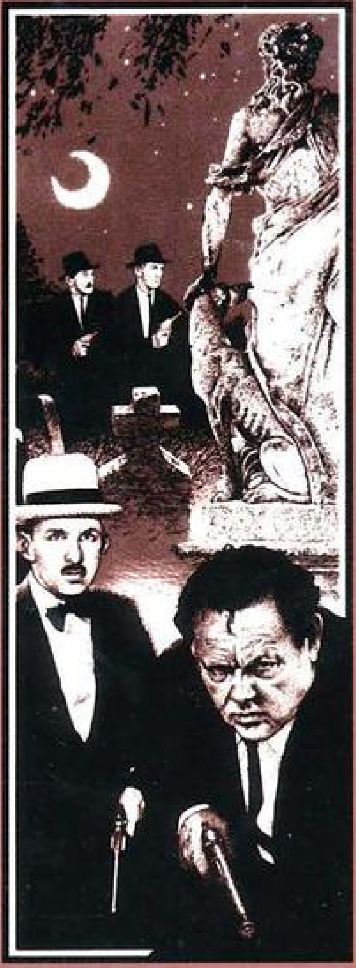
The Realm of Shadows


Blair Reynolds

Call of Cthulhu



1940

EUROPE IS BURNING...

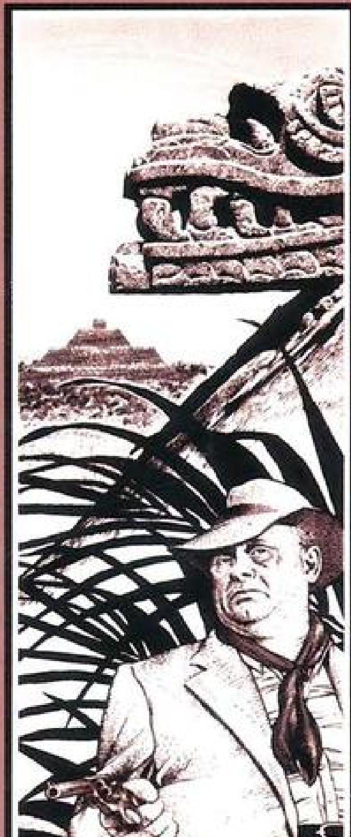
...but a greater threat dwells in the shadows.

Dr. Franklin Quigley has a delicate problem: his wife has lost her mind and fled with their strangely deformed young daughter.

His innocent request: find them and bring them back.

But when the cemetery earth churns with the blood of the dead and the ground reverberates with the cries of feasting, innocence begets only corruption.

Pagan Publishing · 1990 · plotting the downfall of humanity since 1990



THE REALM OF SHADOWS is a major new *Call of Cthulhu* campaign from the author of **WALKER IN THE WASTES** and **COMING FULL CIRCLE**. Inside you'll find source material on ghouls, the Cult of the Charnel God, and the notorious *Cultes des Goules*, as well as four adventures that take investigators through Massachusetts, the Dreamlands, and the rain forests of French Guiana. Featuring extensive investigations, numerous player aids, and terrifying opponents, **THE REALM OF SHADOWS** is a feast of horror.

$20.95 † PAG1006 † ISBN 1-887797-10-6

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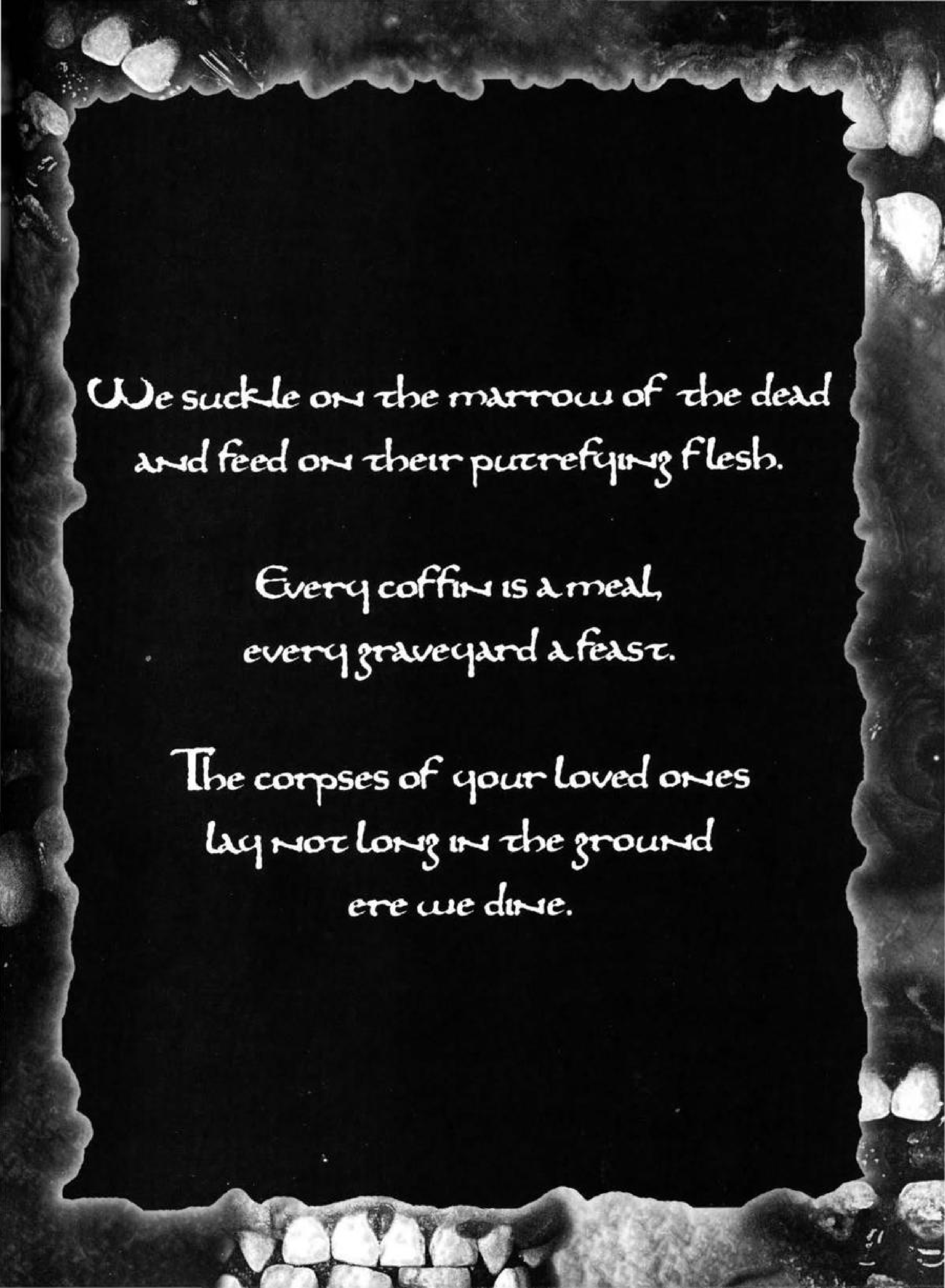

We suckle on the marrow of the dead
and feed on their putrefying flesh.

Every coffin is a meal,
every graveyard a feast.

The corpses of your loved ones
lay not long in the ground
ere we dine.

"IT WAS SAID THAT BODIES LAY FOR DAYS IN THE DARK TEMPLE AND WERE NOT DEVOURED TILL CORRUPTION HAD BEGUN. AND PEOPLE WHISPERED OF FOULER THINGS THAN NECROPHAGISM, OF BLASPHEMOUS RITES THAT WERE SOLEMNIZED IN THE GHOUL-RIDDEN VAULTS, AND NAMELESS USES TO WHICH THE DEAD WERE PUT BEFORE MORDIGGIAN CLAIMED THEM." —CLARK ASHTON SMTIH, "THE CHARNEL GOD"

REALM OF SHADOWS

by John H. Crowe, III

illustrated by Blair Reynolds

PAGAN PUBLISHING PRESENTS *THE REALM OF SHADOWS* BY JOHN H. CROWE, III **DEVELOPER/EDITOR** JOHN TYNES **ART DIRECTOR** DENNIS DETWILLER **GRAPHIC DESIGNER** DANIEL GELON **COVER ARTIST** BLAIR REYNOLDS **ILLUSTRATOR** BLAIR REYNOLDS **TYPESETTER** JOHN TYNES **PROOFREADER** BRIAN APPLETON **TECHNICAL ILLUSTRATION** MARK SCHUMANN **PROPHECIES & TALKING SKULL** JOHN TYNES **DEVELOPMENT CONSULTANT** ALAN T. GROHE JR. **PLAYTESTERS** BRIAN APPLETON • DENNIS DETWILLER • SHANE IVEY • ALAN B. MURRAY • BLAIR REYNOLDS • JOHN TYNES **SPECIAL THANKS TO** BLAIR REYNOLDS, DANIEL GELON AND HEATHER HUDSON FOR ILLUMINATING OUR OBSESSIVE MORBIDITY

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"...'cuz it's getting kinda quiet in my city head / takes a teenage riot to get me outta bed / right now..."

The creators of this book dedicate it to the memory of Spooge, the box-surfingest cat ever to share our lives.

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THE REALM OF SHADOWS

Introduction

The primary focus of *The Realm of Shadows* is ghouls and the stories and legends that pertain to them. In researching and writing this volume, the author consulted folklore texts documenting real-world tales of ghouls and ghoul-like beings. He further examined the stories of two horror writers that delve into the lore of ghouls: those of H.P. Lovecraft and Clark Ashton Smith.

Notions of cannibalism and grave-robbing strike at the heart of our taboos of death and the body. Real-world ghoul lore focuses largely on these activities, and primarily explores these taboos. The fictive possibilities offered by ghouls, however, are broader. In the work of the aforementioned authors, the personal and religious ramifications of a ghoul culture are explored in darkly fascinating (if broad) strokes. The actions of ghouls embody that which we fear, yet their knowledge embodies that which we seek: the wonder and horror of the corporeal form, the rituals that prescribe what happens to us after we die, the ways in which we are a part of a larger cycle of death, decay, and rebirth.

The Realm of Shadows offers a grim look into an inverted food chain. The author has attempted to present ghouls in the mould of Lovecraft and Smith, as sentient beings with a functional society who are the seeming antithesis of all that humans value, yet who dwell in our very midst–in our largest metropoli–and do so mostly unopposed. That these genuinely horrific and loathsome creatures are more like us than not is part of Lovecraft's triumph over the false primacy of humanity–the shuddersome beasts of Lovecraft's "Pickman's Model" give way to the sympathetic but alien horrors of "The Dream-Quest of Unknown Kadath," while Smith's "The Charnel God" establishes a system of belief that is disturbing and yet similar in degrees of dogma and fervor to those of humanity.

The ways in which ghouls and humans interact posit interesting statements about our uncomfortable relationship with our own mortality, about the ways in which humans have always sought to conquer through assimilation (a form of symbolic cannibalism), and about the ultimate question posed in Lovecraft's fiction by the very existence of the Cthulhu Mythos in the midst of humanity: just who is using whom?

Bon appetit!

–John H. Crowe, III and John Tynes

Acknowledgements

Special thanks to Jeff Moeller, whose helpful comments were instrumental in smoothing out a few potential bugs in the campaign in a timely manner.

The quote from Clark Ashton Smith's story "The Charnel God," on p. *iii* of this book, appears by the kind permission of Marc Michaud of Necronomicon Press, publishers of Smith's book *Tales of Zothique*. We recommend this book highly to those intrigued by Smith's work, and you'll find ordering information on p. 203

Research Notes

Most research for *The Realm of Shadows* was done at the Seattle Public Library. Their assistance in the author's efforts, particularly in providing basic historical and geographical information as well as Clark Ashton Smith stories, was instrumental in the creation of this work. The Detroit Public Library was also very helpful and considerate and provided material pertaining to French Guiana. Final thanks goes to the University of Washington's Graduate School Library (the Suzzallo-Allen Library) which provided the basis for some of the maps in this volume as well as resource material.

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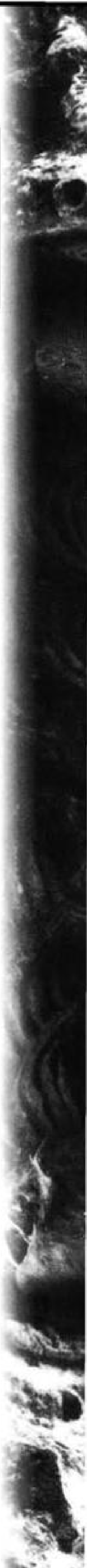

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RESOURCES

Overview

Opposition to the investigators and their notions of justice and morality stands in the form of the cult of Mordiggian, the charnel god of the ghouls who also counts human acolytes among its followers. The cult of Mordiggian is nowhere near as dangerous as many of the traditional cults of *Call of Cthulhu*. They operate slowly and patiently, perhaps making them more menacing and insidious than some who seek out swift results. Their final goal is the subjugation of the world through the corruption of morals, and the concurrent development of a world where overpopulation and scarcity of resources will eventually make cannibalism an accepted part of daily life. They wish to enable the return to the physical world of the charnel god Mordiggian, who has been trapped for millennia in the Dreamlands. Once here, he requires the corpses of humans to feed on as do his ghoul followers. By making the consumption of corpses morally and socially acceptable, as it is in the Dreamlands city of Zul-Bha-Sair, they can exist without fear of persecution or popular rebellion.

The cult does not seek to achieve these goals in the course of this campaign; those are still-distant dreams at the time of the action which concerns us here. The investigators will have the opportunity, however, to uncover an insidious force slowly working its way into the bulk of humanity, and to perhaps deliver a serious (if not crippling) blow to the cult's plans. More importantly, the investigators have the twin opportunities to gain knowledge about the secret world around them and to take a personal stand against all that the cult represents. In the end, human history may well be a hopeless endeavor doomed to corruption and eventual extinction; in the light of that awful truth, it falls upon each investigator to recover a personal sense of value and focus in the face of the horror of cosmic indifference: *against all odds and with full knowledge of the futility of my actions, this is nonetheless where I made my stand.*

The Realm of Shadows is broken into four separate scenarios in addition to the attached resource material. Each varies in size and complexity.

The first is *Kith and Kin*. It revolves around the crimes of Franklin Quigley, a ghoul masquerading as a human and living a quiet life in a medium-size Massachusetts community. Quigley has set himself up as a medical doctor. By no means is he a good one nor is he licensed, but his patients are unaware of this. Marriage, even, has been within his means. By marrying Katharine Durham, he was able to father a human-ghoul crossbreed to further his own scientific interests in the physiologies of ghouls and humans. This creature, known as a hu-ghoul, has grown to become a healthy, pre-teen girl named Anne. Despite her unsavory parentage, she is an innocent and unwitting pawn who can only suffer as events unfold. The scenario begins with Franklin hiring or recruiting the investigators to find his wife, who has fled with Anne after discovering her husband's true nature. It is up to the investigators to uncover Franklin's identity and rid the world of him without causing additional suffering to Katharine and her daughter.

The second scenario is *Provender of the God*. Whereas *Kith and Kin* is an introductory scenario designed to break-

Campaign Timetable

The Realm of Shadows has no hard-and-fast timetable that must be adhered to throughout the campaign. The only firm date is the starting date of April, 1940. In mid-April, the investigators receive the first contact from Franklin Quigley and on April 17, they actually meet him. Aside from this one date, no others are set in the text.

It is up to the Keeper to maintain a log of what days have passed and what has happened on each. Complete calendars for the year 1940 are provided on page 27 and may be photocopied for the Keeper's convenience.

As the weeks and months pass, the Keeper must begin to take into account world events. 1940 is an extremely volatile year due, of course, to the war raging in Europe. The latter portion of *Provender of the God* and the entirety of *When Darkness Falls* are greatly affected by this. The fall of France in June, 1940 is especially important since that greatly affects French Guiana, the primary setting of *When Darkness Falls*. On page 192 is a timeline covering major national and world events. The Keeper should feel free to insert these events into the game where needed, since presumably at least some investigators read newspapers and listen to radio broadcasts. Subtle but persistent attention paid to events in the world at large will help the Keeper to craft a compelling and entertaining backdrop to the foreground action.

in new characters and provide experience and clues valuable in later stages of the campaign, *Provender of the God* is where the group gets deeply involved in the ghouls' dark underworld. It begins with the investigators following up on strange clues left over from the aftermath of the first scenario, perhaps prompted by Katharine Quigley or other events. As they proceed, they discover that within the town of Greenfield, Massachusetts is a dark, insidious cult. The cult is composed of both humans and ghouls and is centered on a local funeral home. Their goals are not immediately apparent and might not be until the third or even fourth scenario. However, the investigators will soon discover the dangers posed by the cult and its charnel god, Mordiggian.

The third scenario, *Charnel House*, is set in the Dreamlands and is a kind of subplot within the overall scheme of the campaign. There are several opportunities for investigators to enter *Charnel House*, any one (or more) of which may easily be encountered. In *Charnel House*, the investigators actually enter Mordiggian's city of Zul-Bha-Sair within the Dreamlands. There, they may learn important information or even take action to disrupt the cult at the source.

The final scenario is *When Darkness Falls*. This is the culmination of the main body of the campaign. In it, the investigators pursue the cult leader, Morton Hadley, from Greenfield–or perhaps they trace a route that they learn he intends to take. His goal is to reach the secret stronghold of what may be the greatest of the world's ghoul-cults. Located deep in the tropical rain forests of French Guiana, this stronghold has been slowly growing ever since the eighteenth century. Prior to that it was located in France, but authorities there forced it to flee the country. *When Darkness Falls* provides the one chance for the investigators to learn the overall goals of the cult and then disrupt them.

The Realm of Shadows can be employed as a sequel to an earlier Pagan Publishing campaign, *Coming Full Circle*, owing to the campaigns' consecutive time-frames and their similar locales. Keepers may opt to permit survivors of that campaign to take part in this one. However, that is not required nor is it necessarily advisable, depending on how the scenarios in that volume worked out. Entirely new investigators or survivors of other scenarios may be used as long as they fit into the criteria laid out in the next section.

RESOURCES

Character Creation

The Realm of Shadows requires specific character types in order to establish and maintain plausibility Key to this is determining what investigators are suitable for the first scenario, *Kith and Kin*. Presumably, investigators who survive this scenario will be drawn by the course of events into the rest of the campaign regardless of their personal backgrounds.

For *Kith and Kin*, the group must be composed of more than simple private investigators. An average private investigator of the period would likely lack key skills and knowledge necessary for the campaign. Further, such characters would be less open to certain options generally available to other types of characters.

If *Coming Full Circle* was run by the Keeper prior to this campaign, surviving investigators may be well-suited to *The Realm of Shadows*. Of course, many readers will not have *Coming Full Circle* available to them or will choose not to link the two campaigns.

The Keeper has a number of options that may be exercised. The first is to have the investigators be acquaintances hired by Franklin Quigley, the ghoul-in-human-guise who is the villain of the first scenario. Perhaps they were recommended to him by colleagues or social contacts. This is especially worthwhile in cases where the investigators are already experienced and form a cohesive group. Quigley, of course, should not expect the investigators to possess any Mythos knowledge or an obvious and publicly-known predilection towards obtaining such; he is genuinely and simply seeking experienced, discreet individuals who can deliver his wife to the authorities (or, darn the luck, kill her outright in the course of events) and bring his daughter back to him. The latter goal is foremost in his mind.

Alternately, the scenario can begin with Quigley hiring a private investigator who then recruits friends or colleagues with differing backgrounds to assist in this unusual case. Again, this may best work with investigators who have worked together in previous *Call of Cthulhu* scenarios.

A third option is to have the players take the roles of private investigators. There is no hard and fast rule stating they have to be *typical* private investigators of the period. Everyone has a past and this adage can apply to the investigators. In other words, some of the investigators may have superior educations and only turned to careers in private investigations due to hard luck in the job market, perhaps caused by the Great Depression. The Keeper should encourage players to introduce fully developed, complex characters: men and women

A Philosophy on Initial Character Development

For quite some years, we at Pagan Publishing have privately favored ignoring certain elements of the character creation game mechanics in *Call of Cthulhu*. Specifically, when we play we generally disregard the guidelines for occupations and permit players to apply skill points to whatever skills they wish. Players, of course, should start with a specific character concept in mind before the dice are even rolled. Once statistics are generated and the number of skill points are known, the player chooses his character's profession, nationality/ethnicity, gender, *etc.* Only after all this is known are the points spent.

As an example, James decides to create a new character specifically for this campaign. The Keeper trusts him to create a well-rounded character so only informs him that the story is set in Massachusetts in 1940 and that private investigators are best-suited. James decides that he wants to play something more than a gun-toting tough. He wants an educated, intelligent character who perhaps has turned to private investigations as a means of earning income during the lean Depression and early post-Depression years. After generating statistics and choosing a basic background, he decides that his character, Ronald Talley, is to be a college-educated veteran of the Great War. This means he must be at least around forty years old, perhaps older. He decides that his character is a 41-year-old American, educated at Boston College early in the 1920s. His family had money and footed the tuition bill and he graduated with a B.A. degree in history in 1925. After graduation, he worked as a junior-level manager in an investment office in Boston until the stock market crash in 1929. Suddenly out of a job, he sought employment in anything that might pay the bills and eventually was hired by the O.K. Detective Agency of Boston. The head of that small firm, Edmund O'Malley, hired Talley because he was both educated and a veteran. Though Talley lacked some street knowledge, this wasn't something that couldn't be picked up through training and experience. In the following decade, Talley became an experienced private investigator and recently left the O.K. Detective Agency to start his own firm in Worcester, Massachusetts. The case leading him into this campaign is one of his first since setting up shop under his own name.

A character like Ronald Talley could potentially have a wide variety of skills. Assuming he has an EDU rating of 15 and INT of 14, this gives him a combined pool of 440 points to spend on skills. Some chosen skills might be of little practical use and just reflect marginal or basic knowledge in the subject. He might therefore have 5% or so in a few skills to reflect some knowledge picked up in college (Archæology, Anthropology, and Zoology are three examples). To account for his military experience and training, James needs to specify the branch of service Talley was in, how long he served, and whether he was sent overseas and perhaps saw combat. He decides Talley was a U.S. Army infantryman who was sent to France, but saw no combat and was only two years in the service. He therefore opts to apply some moderate amount of skill points (ranging in each from 10% to 30% in addition to the base skill) to Climb, Dodge, Jump, and Rifle Attack–reflecting his training, but also his lack of extensive field experience and long military service. In addition, he decides that Talley should have fluency in French (60%) which he gained both while stationed in France and during his college years.

Next, Talley's college education must be considered. A Bachelor of Arts degree in History means that Talley should have at least some moderate level of History skill plus some points in related skills and disciplines. James decides to give Talley 40% in History, 45% in Library Use, 30% in Persuade, 20% each in Anthropology and Archæology, and a smattering in a few other skills. With college accounted for, James must next take into account Talley's professional life. James decides to apply the lion's share of his remaining skill points to some of the traditional private investigator skills: Fast Talk, Handgun Attack, Law, Locksmith, *etc.* Finally, he withholds a few points to permit Talley to have some hobbies. Foremost among these is sports. Ronald Talley loves baseball and therefore has some skill in both Throw and Large Club Attack. He is no expert so only a relative handful of points are devoted to these skills.

A character like Ronald Talley is reasonably well-rounded. He has a fairly sizable number of skills which helps reflect a full life. Granted, he has only a relative handful that are over 40% or so, but this does not mean he can't function. His contribution to a team effort–and the group won't survive unless they make it a team effort–would be enormous. He is a competent researcher and can use Fast Talk skill to great effect. His fluency in French can prove to be immensely helpful late in the campaign and his ability with firearms will make him a good man to have around when the bad guys come knocking at the door. As an educated man, his personal knowledge in history and other areas may make it less necessary to do detailed background research or might at least shorten the time such research takes.

The author hopes that the Keeper will consider this philosophy when guiding his or her players during character creation. It is given as an option only and is certainly not something that needs to be carved in granite. For those who disagree with the basic utility of this philosophy, there is a final point to consider. Which is more realistic and enjoyable to portray: the Ronald Talley given above, or a Ronald Talley who divides his skill points between the eight skills allowed him by the rules and a few others to sop up the INT points? Hopefully, good and/or experienced *Call of Cthulhu* players already know this, but surely many readers are fully aware of those who repeatedly insist on characters having only four to six skills each with ratings of 70% or more. There is a better way, if the Keeper is comfortable with a wider degree of player latitude and if the players are ready to accept the responsibility that comes with such freedom.

with numerous interests and experiences. Ignore the game mechanics that force players to shove most skill points into a handful of skills; allow the players to distribute them how they see fit. See the boxed text on the previous page for more guidance on this important matter.

Regardless of what group is assembled to take on the challenges of this campaign, the Keeper must ensure that the investigators are introduced in a believable manner. Further, they should have a fairly wide assortment of skills, abilities, and knowledge and at least some should have strong educational backgrounds. Lacking these key elements, the investigators will struggle here and possibly be doomed to failure before the campaign proceeds even past the first scenario.

New Skills

The skills described here are not part of the official *Call of Cthulhu* rules. However, all are reasonable to include in most any scenario and are certainly of value in respect to *The Realm of Shadows*. Next to each skill name is a number in parentheses. This is the base rating for the skill in question.

Two more skills, Fast Draw and Parachuting, appear elsewhere in this book. They are not recommended for general play without due consideration and so are not included here, but if desired they can be found on pp. 96 and 190.

Architecture (00%)

This is the knowledge of architectural styles and designs from around the world. It allows one to distinguish between known human architectural designs and place them within geographical, cultural, and historical context.

The Keeper may also allow this to encompass some level of engineering knowledge and permit it to determine structure stability, age, composition, and so on. Architecture does not include the knowledge or ability to actually design or build stable structures.

Boating (10%)

Boating is the ability to pilot (but not navigate) a small watercraft such as a canoe, kayak, or rowboat. It is of little or no use with other forms of craft such as sailboats and motorboats. While the base is 10%, proficiency is gained at 25% (as with Drive Automobile and Ride skills).

Botany (00%)

Retained from pre-fifth edition *Call of Cthulhu* rules, Botany was replaced by Biology skill. However, it is still important in many scenarios and campaigns. In *The Realm of Shadows*, it is most important in *When Darkness Falls* where this knowledge may be vital. Note that Biology is still on the character sheet, but can be considered more general knowledge, or knowledge outside the bounds of Botany and Zoology (*e.g.* microbiology).

Third edition CoC rules defines Botany as follows: It is the ability to correctly identify any plant and make judgements as to its uses and/or misuses. When confronted with an unknown plant specimen, Botany can determine its normal habitat. Further, a successful Botany roll can allow one to name a plant known to humanity and know its range and habitat.

Carpentry/Woodcraft (10%)

This comprises the basics of fashioning and repairing wood objects using basic tools.

Cartography (00%)

An individual with this skill has received formal training and instruction in mapmaking and geography. In addition to the obvious ability of reading and making maps, such a person has knowledge of topography, climates, and environments. This skill does not include the practical use of maps for the purposes of navigation (see the skills Land Navigation and Sea/Air Navigation for this).

Demolitions (00%)

This skill not only allows the individual to know how to set charges, but gives him or her the knowledge of how much is appropriate to use and where charges should be placed in order to have the desired effect. Those with 40% or more of this skill can concoct simple explosives if the proper tools and materials are available.

Forensics (00%)

Generally a skill possessed by skilled physicians or perhaps experienced law enforcement officers, Forensics is knowledge of physical evidence at crime scenes, most notably that

Group Luck Rolls

From time to time in this campaign, something called a group Luck roll is called for. The author defines the group Luck roll as being the lowest Luck rating of an investigator (or, if the Keeper so decides, a key NPC) involved in a particular group activity. In other words, if George, Bill, and Lin decide to slip into a cave to hunt down an elusive cultist while Jeff, Mike, and Art remain back at the hotel room, the group Luck roll for the party in the cave is determined only by those investigators directly involved. It is not affected by the three back at the hotel.

concerning corpses. The fifth edition *Call of Cthulhu* rules contains an excellent article on forensics that can help enlighten those who develop this skill.

Mathematics (10%)

This is the ability to perform mathematical calculations. The higher the skill rating, the greater the knowledge. 20% skill probably means one is familiar with basic arithmetic. 40% indicates one is competent with more advanced algebra and 60% means one knows calculus.

Navigation (special)

In the fifth edition *Call of Cthulhu* rules, the skill "Navigate" takes into account a wide range of navigation skills. It is recommended that this be broken down into two separate skills.

Land Navigation (10%): This is the ability to navigate overland using maps, compasses, pace count, terrain association, and the like. It is commonly taught in the military services and the Boy Scouts.

Sea/Air Navigation (00%): This is the ability to employ charts and sextants and similar tools and methods to navigate over large bodies of water and through the air. More rare than Land Navigation skill, this may require specialized or technical training such as that offered within the armed services.

Sailing (00%)

This is the ability to pilot a boat whose primary form of propulsion is sails. It allows one to maneuver the vessel as well as rig and maintain it. In time periods when large sailing vessels were common, Sailing would be a key skill for crew members. In the context of the twentieth century, it primarily reflects the ability to operate a yacht or small sailboat.

Surgery (00%)

This is the ability to perform operations on humans. It allows one to properly employ surgical equipment and relevant drugs. Specialized operations (*e.g.* neurosurgery) or operations on severe cases (*e.g.* multiple gunshot wounds) may warrant negative modifiers to the skill roll. Routine operations may be performed with no modifiers or potentially even substantial positive modifiers.

Zoology (00%)

Retained from pre-fifth edition *Call of Cthulhu* rules, Zoology was replaced by Biology skill. However, it is still important in many scenarios and campaigns. In *The Realm of Shadows*, it is most important in *When Darkness Falls* where knowledge of this sort can save lives. Note that Biology is still on the character sheet, but can be considered more general knowledge, or knowledge outside the bounds of Botany and Zoology (*e.g.* microbiology).

Third edition CoC rules defines Zoology as follows: When the user has a specimen of a reasonable size ("reasonable" being determined by the level of the user's skill and the Keeper's discretion), this skill can identify the animal the specimen is from. Zoology also allows the user to determine the probable ecological niche and habitat of an unknown animal being studied.

New Spells

Two spells related to ghouls are important in this campaign and are highlighted here. Call/Dismiss Mordiggian is a new addition to *Call of Cthulhu,* while Contact Ghoul is one familiar to players from the rulebook. Two other spells new to *Call of Cthulhu*, or at least worthy of review in these pages, are also presented.

CALL/DISMISS MORDIGGIAN: Mordiggian is currently tied to the Dreamlands. Any time it spends in the waking world is limited, even if this spell is used.

As with standard spells of this nature in the rulebook, a single caster or a group may employ it. If a group is used, each participant may donate a single magic point to the spell. Those who actually know the spell may donate up to their available total of magic points.

Normally cast at night in the vicinity of graveyards, tombs, and charnel houses, Call Mordiggian requires each participant to consume the uncooked flesh of a dead human or ghoul during the process of the ritual. The amount may be small (a mere mouthful will do), but it must be swallowed. People who are not cannibals or accustomed to consuming such flesh lose 1/1D6 SAN from this.

Once the magic points are totalled, that is the percentage chance that Mordiggian will appear. A fumbled die roll (96 through 100) always indicates failure. If the magic point total exceeds one hundred, the excess points may be used to reduce the number of minutes required for the spell on a one-for-one basis.

Call Mordiggian requires one minute of chanting for each magic point expended minus those that exceed one hundred (as described above). Casting time is a minimum of one minute. Sanity loss for the spell is 1/1D6 for consuming the flesh, 1D10 for the caster, and an additional 1D6/1D20 for seeing Mordiggian.

Upon arrival, Mordiggian will be incensed if it turns out that someone other than his worshippers called him. An "incensed" Mordiggian is a violent Mordiggian. Those facing its wrath will not likely survive. Rightful worshippers led by a priest (most likely a ghoul) will be able to commune with their deity with little fear of retribution. True worshippers are also likely to provide Mordiggian an offering of corpses.

Mordiggian's time on Earth is limited and will last a maximum of twenty-five minutes (one minute per point of POW it possesses). It cannot be called to Earth more than once per night.

CONTACT GHOUL: A very common spell in this campaign, Contact Ghoul is described on p. 145 of the fifth edition *Call of Cthulhu* rules. The versions listed here have been adapted to the specifics of this campaign and also provide greater detail in description.

There are two forms of Contact Ghoul: Contact Lesser Ghoul and Contact Greater Ghoul. They are completely different spells. Contact Lesser Ghoul is by far the more commonly known of the two. Outside of this campaign, Contact Greater Ghoul will not be encountered except at the Keeper's discretion.

CONTACT LESSER GHOUL: Requiring the expenditure of eight magic points, this spell must be cast near where lesser ghouls might be found. Cemeteries and crypts are two examples. It must also be cast at night and preferably by moonlight.

The spell is relatively simple. It requires the caster to brandish a piece of human flesh and chant a series of words in the ghoul tongue in order to coax the loathsome critters out of hiding. This takes only a minute or two to complete. The chance of success is entirely up to the Keeper, but there should be a small negative modifier on nights when the moon has not arisen or is obscured by cloud cover. Whether or not it is successful, the caster loses 1D3 SAN and, of course, may lose more SAN if a ghoul shows up (0/1D6). If one does come, it will arrive in 1D100 hours or whenever the Keeper deems appropriate.

A lesser ghoul so contacted is a random representative of the local population. It is under no restraint and may very well be hostile. How it reacts to the caster depends on what the caster does and what the specific personality of the ghoul is.

CONTACT GREATER GHOUL: Requiring the expenditure of eight magic points, this spell must be cast in the proximity of where greater ghouls might be found. Greater ghouls are much more rare than their lesser kindred. Only in areas where there are large ghoul populations or particularly well-organized ghoul clans might there be greater ghouls. It must be cast at night and preferably by moonlight.

Contact Greater Ghoul requires the caster to brandish a piece of human flesh and chant a series of words in the ghoul tongue. During this process, the name "Mordiggian" is invoked repeatedly. This takes two to three minutes to complete. The chance of success is entirely up to the Keeper, but there should be a small negative modifier on nights when the moon has not arisen or is obscured by cloud cover. Whether or not it is successful, the caster loses 1D4 SAN and of course, may lose more SAN if a greater ghoul shows up (0/1D6). If one does come, it will arrive in 1D100 hours or whenever the Keeper deems appropriate.

A greater ghoul so contacted is a random representative of the local population. It is under no restraint and may very well be hostile. How it reacts to the caster depends on what the caster does and what the specific personality of the ghoul.

CREATE GATE OF ONEIROLOGY: This resembles the standard Create Gate spell in the *Call of Cthulhu* rules and is described on p. 11 of Chaosium's *The Complete Dreamlands.* It is a means of opening a physical pathway to the Dreamlands. Though the spell is not available to the investigators, a gate of this type exists in the scenario *When Darkness Falls.*

The gate's creator must know what part of the Dreamlands the gate is to open into; this means he or she must have actually been to that part of the Dreamlands at least once. In creating the gate, four points of POW are sacrificed (permanent loss).

The effect of the gate is powerful. People and objects from the waking world can travel freely both ways through the gate–they do not need to go to sleep, as their real bodies are passing physically into the Dreamlands–but beings originating in the Dreamlands (humans and creatures–like zoogs–that can be found only in the Dreamlands) cannot enter the waking world. This means that ghouls and certain Mythos creatures commonly found in the Dreamlands, but also occasionally seen in the physical world (gugs and ghasts, for example) can freely move both ways through the gate. Also, some objects from the waking world that were taken into the Dreamlands may have changed form. Such items will retain that form permanently even though they are brought back into the waking world. Travelling through the gate costs no magic points.

WORMS: This spell first appeared in a scenario written by Keith Herber entitled "The Condemned," and can be found on p. 133 of Chaosium's *Arkham Unveiled* (first edition). It is possessed only by the most powerful of cult members in *When Darkness Falls.* The description here is slightly expanded from the *Arkham Unveiled* version, but is identical in all important respects.

Worms causes thousands of black, wriggling, six-inch-long roundworms to grow within the victim's digestive system and pour out all orifices. A side effect is to cause the victim to suffocate to death. The spell automatically succeeds against an unconscious or sleeping target, but a conscious one is entitled to a POW vs. POW contest on the Resistance Table to avoid the effects. If the spell is successful, it is very graphic and disgusting to watch (causing 1/1D6 SAN loss to witnesses) and worse, is impossible to stop.

The caster expends six magic points when using this spell. More worms continue to generate as long as the victim lives and they do not vanish after death (though they pose no threat to anyone in the vicinity). To determine the amount of time it takes for this spell to kill the victim, use the drowning rules in the *Call of Cthulhu* rulebook.

RESOURCES

Ghouls

Ghouls play a central role in *The Realm of Shadows*. This section describes various species and subspecies of ghouls that are employed in the campaign as well as books and spells related to them.

Lesser Ghouls (lesser independent race)

"These figures were seldom completely human, but often approaching humanity in varying degree. Most of the bodies, while roughly bipedal, had a forward slumping, and a vaguely canine cast. The texture of the majority was a kind of unpleasant rubberiness."

–H. P. Lovecraft, "Pickman's Model"

The type of ghoul most familiar to *Call of Cthulhu* players, this is the version represented in the rulebook. The description here is somewhat expanded and slightly altered from the original, but is otherwise consistent with the *Call of Cthulhu* guidelines.

Many lesser ghouls are rubbery, loathsome humanoids with hooflike feet, canine features, and claws. Others are somewhat less bestial and have more subdued features–they have normal (or relatively normal) feet rather than hooves, a fairly normal jaw, and so on. A few can even externally pass for human given proper garb to conceal any suspicious features. Their language has been described as being a series of gibberings and meepings. However, most can speak or at least understand the language of the country in which they reside. Unclean, foul creatures, they are adept tunnelers who are often covered with grave mold or soil.

Beneath many cities are tunnel systems created by ghouls. These serve as both homes and as a secure means of movement outside the influence of humanity. Ghouls have been tied to witches in folklore and are known to occasionally attack humans. Their primary diet, however, consists of the corpses of the recently buried. It is possible for humans, over a prolonged period of time, to transform into ghouls. Breeding with ghouls is also possible and the resultant offspring, hu-ghouls, are described further on page 12. Lesser ghouls are able to employ tools and weapons, but in combat will usually employ teeth and claws. They are not mindless monsters; the intelligence level of a typical ghoul is on par with that of humans.

Roleplaying Ghouls

At various points in the campaign, it is entirely possible that the investigators may be able to directly interact with ghouls. Such encounters may on occasion be non-confrontational, though it is far more likely that ghouls encountered will be more interested in inflicting grievous bodily harm on the investigators than chatting with them over tea and scones.

Ghouls can be played in any of a wide variety of ways and should be provided individual personalities every bit as much as human characters. Some of the more bestial specimens of their species may have noticably deeper or more gravelly voices. Others may have odd or alien timbres and tones to their voices that don't quite strike the listener as normal. Many will sound perfectly human, though they might employ relatively limited (or at least peculiar) vocabularies. (If you want a good, insulting slang term for a ghoul to use against a human, try "meat," as in: "Hand over the book, meat.")

Eavesdropping investigators (perhaps at the Beckwith Funeral Home in *Provender of the God*) may, for example, have the opportunity to overhear conversations between human cultists and ghouls yet not actually see what is going on. The Keeper can have a lot of fun with this. Strange accents and odd tones in the speech of ghouls may have the players wondering (and fearing) what is actually on the other side of the door or window that investigators are listening at.

In playtesting, this worked out immensely well at one point. Three investigators broke into the Beckwith Funeral Home in a desperate gamble to grab vital clues. The cult quickly caught on and ghouls swarmed in from the adjacent cemetery. A few openly approached the front door of the house, one bearing a flashlight. The investigators saw the approaching figures, but because it was a cloudy night, all that could be seen were shapes and the bright beam of a flashlight.

Next came the knock. The investigators chose to ignore the knock, hoping that whomever it was would go away. The ghoul was no idiot. He wasn't about to go through the door and risk the group's fusillade. Instead, he knocked a third time and said, "Open up! It's the police!" The Keeper at this point provided the ghoul a rather deep, throaty voice, but not one that was totally inhuman. That was more than enough for one frightened investigator. He assumed the worst and fired several

LESSER GHOULS, CHARNEL FEEDERS

Characteristics	Die Rolls	Averages
STR	3D6+6	16-17
DEX	2D6+6	13
INT	2D6+6	13
CON	2D6+6	13
POW	2D6+6	13
SIZ	2D6+6	13
Hit Points	(CON+SIZ)/2	13 (round up fractions)

Move: 9

Average Damage Bonus: +1D4

Attacks:

Claw Attack 30%; 1D6+db damage

Bite Attack 30%; 1D6 + automatic worry

Armor: firearms and projectiles do half damage

Spells: roll 1D100–if the roll is higher than the ghoul's INT rating, it knows no spells; otherwise it knows 1D3 spells except in special cases where it may know more (Keeper's discretion).

Skills: Burrow 75%, Climb 85%, Hide 60%, Jump 75%, Listen 70%, Scent Decay 65%, Sneak 80%, Spot Hidden 50%, plus any others the Keeper chooses to provide them

Sanity Loss: 0/1D6

Ghoul Attacks: A ghoul may attack with both of its claws as well as its bite in a single combat round (for a total of three attack rolls). If the bite strikes successfully, the ghoul may hang on to the victim with its fangs. In subsequent rounds, it will automatically "worry" the victim with its fangs, doing 1D4 hit points damage each round. Claws are not used at this time. A successful STR vs. STR contest on the Resistance Table will dislodge the ghoul's grapple, as will the death of the creature.

Notes: In *The Realm of Shadows*, lesser ghouls are the species of ghouls most commonly found on Earth. They represent a race of beings that is degenerate (by the standards of most humans) and lives in primitive and often disgusting conditions. Humans are avoided and secrecy is valued above most everything else. Humans caught within the realm of the ghouls are not likely to be treated mercifully.

Greater Ghouls (lesser independent race)

> *"It seemed that his cry was answered by a score of sardonic echoes, unhuman as the howling of hyenas, and yet articulate, that repeated the name Mordiggian. Into the room, from the dark hall, there poured a horde of creatures whose violet robes alone identified them in Phariom's eyes as the priests of the ghoul-god. They had removed the skull-like masks, revealing heads and faces that were half-anthropomorphic, half-canine, and wholly diabolic. Also, they had taken off the fingerless gloves.... There were at least a dozen of them. Their curving talons gleamed in the bloody light like hooks of darkly tarnished metal; their spiky teeth, longer than coffin-nails, protruded from snarling lips."*
>
> –Clark Ashton Smith, "The Charnel God"

More reflective of the ghouls of the Clark Ashton Smith stories, this race is a more evolved, more sophisticated relative of lesser ghouls. While lesser ghouls are often long-lived despite their way of the life, greater ghouls are immortal, or

shots through the door. This dropped the ghoul and by the time his companions had recovered, the terrified investigators were already sprinting outside and heading for the gate. The ensuing chase sequence was quite memorable.

The Keeper should always keep in mind that ghouls will value secrecy above all else. Humans who learn of them are either eliminated or are "convinced" to keep quiet. Though their ways are repulsive by most human standards, they are not necessarily inherently evil, at least not in the classic sense. If left alone, they will do no harm to the investigators. Of course, the whole point here is that the investigators are getting involved in the ghouls' affairs and it is this that will earn them the wrath of these subterranean humanoids.

In short, the Keeper should provide a wide range of ghouls within this campaign. True, many if not most live in grubby tunnels and survive on cadavers. However, some like Franklin Quigley (see *Kith and Kin*) blend into human society. In Quigley's case, he uses magic to make his appalling physical form pleasing, but as ghouls (and hu-ghouls) are presented here, not all are necessarily bestial. Some can and do blend into human society without the use of magic. (Note that some might find this in opposition to many of the classic Lovecraftian stories. Perhaps true, but it is perfectly in line with real world folklore which is the stuff on which Lovecraft, Smith, and others drew on to begin with.)

In confrontational situations ghouls can be handled in myriad ways. They may come in sizable groups and use their claws and strength to overwhelm opponents. Others might employ weapons, even sophisticated ones such as rifles and shotguns (especially likely if such items are wrested from investigators). Aside from a face-to-face fight, ghouls who are on the offensive might tunnel their way into the basement of a building the investigators are occupying. The sewer system can also serve as an important avenue for them. They don't necessarily have to travel above ground though if they do, it is likely to be done under cover of darkness.

The Keeper should not feel forced to employ the stereotypical ignorant, primitive, filthy ghoul in every scene in this campaign. Some may be quite sophisticated and well informed. In fact, in Zul-Bha-Sair (the Dreamlands city in *Charnel House*), it is the ghouls that form the ruling class over humans.

nearly so, much as Deep Ones are. They are also more intelligent and better organized than their more primitive brethren; this, combined with their superior physique, makes greater ghouls more fearsome opponents.

The general description of the lesser ghoul applies also to the greater ghoul. However, they are more commonly found in times predating or postdating what is termed "recorded human history." During recorded history, greater ghouls are rare on Earth. They are found in far greater numbers in the Dreamlands, however, where they generally form a leader and priest class over lesser ghouls there. As such, they live in well-built temples, not grubby tunnels. Rather than appearing as filthy, grime-covered monsters, the priests are garbed in hooded robes of funereal purple, their faces concealed by skull-like masks of a silver-like metal. This raiment completely hides their form, making those who are ignorant of them unsure as to whether they are looking at a human, a ghoul, or something entirely different.

In combat, a greater ghoul is likely to enter hand-to-hand fighting, relying on superior coordination and strength to overcome human foes. However, they are just as likely to use weapons and/or spells if the need is apparent and the means are at hand. Tireless adversaries, they are able to outrun humans and horses in any prolonged pursuit.

GREATER GHOULS, CHARNEL FEEDERS

Characteristics	Die Rolls	Averages
STR	3D8+6	19-20
DEX	2D8+6	15
INT	2D8+6	15
CON	2D8+6	15
POW	2D6+6	13
SIZ	2D6+6	13
Hit Points	(CON+SIZ)/2	14 (round up fractions)

Move: 15

Average Damage Bonus: +1D4

Attacks:

Claw Attack 40%; 1D6+1+db damage

Bite Attack 30%; 1D6 + automatic worry

Armor: firearms and projectiles do half damage

Spells: Roll 1D100: if the roll is higher than the ghoul's INTx2 rating, it knows no spells; otherwise it knows 1D4 spells except in special cases where it may know more (Keeper's discretion).

Skills: Burrow 75%, Climb 85%, Hide 60%, Jump 75%, Listen 70%, Scent Decay 65%, Sneak 80%, Spot Hidden 50%, plus any others the Keeper chooses to add.

Sanity Loss: 0/1D6

Ghoul Attacks: A ghoul may attack with both of its claws as well as its bite in a single combat round (for a total of three attack rolls). If the bite strikes successfully, the ghoul may hang on to the victim with its fangs. In subsequent rounds, it will automatically "worry" the victim with its fangs, doing 1D4 hit points damage each round. Claws are not used at this time. A successful STR vs. STR contest on the Resistance Table will dislodge the ghoul's grapple, as will the death of the creature.

Hu-Ghouls (lesser independent race)

These creatures are the result of unsavory crossbreeding between ghouls (almost always lesser ghouls) and humans. The result can be a misshapen monster or perhaps something that is presentable enough to blend into "normal" human society (generally those that cause no SAN loss when viewed). An underclass among ghouls, hu-ghouls are treated poorly by their fellows and are little more than slaves. While there have been some rare attempts to breed humans with ghouls in the hope that the best of both races can be brought out, the result is often a slow-witted and weak creature. In other cases, the offspring is both intelligent and physically strong, though it may demonstrate unusual physical and/or behavioral characteristics. Hu-ghouls in themselves are not malevolent, but the environments in which they usually reside (in the company of ghouls) can harden them into vicious beings. Like humans, hu-ghouls can evolve into ghouls and being partway there already, can achieve this state generally much faster than a typical human.

HU-GHOULS, UNFORTUNATE CROSSBREEDS

Characteristics	Die Rolls	Averages
STR	3D8+6	19-20
STR	3D6	10-11
DEX	3D6	10-11
INT	2D6+6	13
CON	3D6	10-11
APP	3D6-2	9-10
POW	3D6	10-11
SIZ	2D6+6	13
EDU	1D6	3-4
Hit Points	(CON+STR)/2	12

Move: 9

Average Damage Bonus: +0

Attacks:

Claw Attack 30%; 1D4+db damage (if APP≤ 4)

Bite Attack 30%; 1D2 damage (if APP≤ 4)

Punch Attack 55%; 1D3+db damage (if APP>4)

Armor: none usually; those with APP≤ 4 take 3/4 damage from gunfire and projectiles (round up fractions)

Spells: None, usually.

Skills: Keeper's discretion; some and perhaps many hu-ghouls can blend into human society.

Sanity Loss: 0/0 to 0/1D4, depending on appearance.

Mordiggian, the Charnel God (Great Old One)

"... it was a bulk of darkness, black and opaque, that somehow blinded the eyes with a strange dazzlement. It seemed

> *to suck the flame from the red urns and fill the chamber with a chill of utter death and voidness. Its form was that of a worm-shapen column, huge as a dragon, its further coils still issuing from the gloom of the corridor; but it changed from moment to moment, swirling and spinning as if alive with the vortical energies of dark aeons. Briefly it took the semblance of some demoniac giant with eyeless head and limbless body; and then, leaping and spreading like smoky fire, it swept forward into the chamber."*
>
> –Clark Ashton Smith, "The Charnel God"

Mordiggian is the creation of Clark Ashton Smith. Described in detail in "The Charnel God," but only briefly mentioned in a couple of other stories, this entity is housed within a great temple in the city of Zul-Bha-Sair. The city is located on the continent of Zothique, a fantastic world in Earth's distant future. It is easy to interpret the city and this dire god as being in the Dreamlands, owing to its fantastical, pseudo-medieval trappings.

For the purposes of *The Realm of Shadows*, that is the case; Zothique resides within the Dreamlands. (Continuity purists may content themselves with the notion that the dream-Zothique is a backwards projection of the future-Zothique to come.) Mordiggian was once revered in Earth's dim past as a death god or charnel god. Its appetite for the corpses of humans was insatiable and it was loyally served by ghouls both as priests and worshippers. Humans also bowed down, more out of the need to appease it than any real affinity.

Mordiggian's downfall came at approximately the same time as many of the other Great Old Ones. Its fate was to be banished to the Dreamlands, where its influence is largely limited to one dark city. While in Zul-Bha-Sair, it holds absolute power, but its ability to affect the real world is extremely limited. On occasion, it is called to Earth by worshippers, but this is a rare occurrence.

The cult of Mordiggian in the Dreamlands is composed almost entirely of ghouls and the priesthood is mostly of the greater-ghoul variety. In Zul-Bha-Sair, there is a great stone temple in which Mordiggian is reputed to reside along with a retinue of priests. The human populace of the city is unaware of the true nature of the priests, though many rumors correctly describe them as being ghouls. Garbed in long, hooded robes of funereal purple, their faces are completely covered by bright silver, skull-like masks. They rarely leave the temple except to collect the city's dead. All the dead of Zul-Bha-Sair belong to Mordiggian and the priests. Corpses are taken to the temple and are never again seen. Rumors of their disposal are at times quite gruesome, but the people of the city are satisfied with the state of affairs. No cemeteries are present in the area of Zul-Bha-Sair; there is no need for them due to Mordiggian's presence.

Interestingly enough, Mordiggian is not as malevolent as many other Great Old Ones. It appears to be exclusively interested in corpses; live prey does not attract it though those who violate temple rules (such as stealing corpses) will earn its wrath. Mordiggian's temple is an open one. Visitors may enter the central courtyard and even some rooms within the structure itself. Not surprisingly, few take advantage of this though there are no known cases of a visitor being harmed by the priests of the Charnel God.

In the physical world, worship of Mordiggian is rare except among ghouls. Through their tunnels which connect at points to the Dreamlands, ghouls can maintain some sort of concrete tie with their deity. Human worship is virtually unknown except in those few cases where humans are undergoing the process of becoming ghouls.

An encounter with Mordiggian is most upsetting. When it appears, fire, heat, and light are sucked into its void-like mass. Temperatures drop by many degrees and the area becomes deathly cold and still. Those viewing the god find its form to be dazzling, requiring those directing attacks at it to succeed in Spot Hidden rolls to even have a chance at success. Anyone in close proximity to the entity may be obscured from the sight of witnesses, and to see their actions requires successful Spot Hidden rolls. Note that greater ghouls are largely immune to this visual effect and even lesser ghouls are resistant, having bonuses to their Spot Hidden rolls (Keeper's discretion).

In combat, Mordiggian simply engulfs victims. Anyone engulfed is instantly paralyzed and dies within a round or two (six seconds at most). The remains are dissolved swiftly by the voracious creature and nothing is left to show that the victim ever even existed, either in the real world or the Dreamlands. Sadly, anyone fighting Mordiggian will find that physical attacks have no effect.

STR	30	DEX	20	INT	20
CON	55	POW	25	SIZ	variable

Damage Bonus: n/a

Move: 10

Armor: none, but Mordiggian can only be harmed by enchanted weapons and magic. Enchanted weapons do minimum damage.

Attacks:

Engulf 90%; almost instant paralysis and death within a round or two

Spells: Most, especially those involving the dead (Contact Lesser Ghoul, Create Zombie, Raise Corpses, *etc.*)

Sanity Loss: 1D6/1D20

RESOURCES

Ghouls in Folklore

Methodical investigators are likely to engage in research on ghouls in sources both Mythos and mundane. The latter has a wealth of such material, even in the real world. For the enlightenment of the Keeper and as a handy player aid should the investigators hit the library, we present here an extended excerpt on ghouls from Chapter IV of the book *The Vampire, His Kith and Kin* (1928) by Montague Summers. You can photocopy these pages and hand them out to the players, or alternately you can even obtain one of the many recent editions of this work from a local library or bookstore for greater verisimilitude; this latter option gives the players a chance to make their *own* Library Use rolls as they flip through the musty pages of this very real and very useful occult tome.

In Arabic the word for horse-leech is عَلَق, while عَوْلَق, formed from the same root "to hang," means the kind of Jinn called Ghoul (غُول). The Ghoul appears as a female demon who feeds upon dead bodies and infests the cemeteries at night to dig open the grave for her horrid repasts. Sometimes she would seem to be a woman, half-human, half-fiend, for in story she is often represented as wedded to a husband who discovers her loathsome necrophagy. She can bear children, and is represented as luring travellers out of the way to lonely and remote ruins when she falls upon them suddenly and devours them, greedily sucking the warm blood from their veins. The Ghoul is familiar from *The Thousand and One Nights* as is the story of the Prince who having pursued a strange beast whilst hunting was carried to a great disance, and chanced to see by the wayside a lovely maiden who sat and wept. She told him that she was the daughter of an Indian king who had been lost in this desert by her caravan. The chivalrous youth takes her upon his horse, and a little later pleading a certain necessity she descends—latrines are particularly considered to be the haunts of evil spirits and malignant entities, and Jean de Thévenot in his *Travels into the Levant* ("Newly done out of French, folio, London, 1687), says: "*The Kerim Kiatib*, merciful scribes wait upon him [the Turk] in all places, except when he does his needs, when they let him go alone, staying for him at the door till he comes out, and then they take him into possession again; wherefore when the Turks go to the house of office they put the left foot foremost, to the end the Angel who registers their sins may have them first under his protection."

The young man hears voices in the haunted latrine, the feigned Indian lady cries: "Children, to-day I have brought you a fat and comely juvenal." And several answer: "Bring him along, Mother, bring him along for our bellies cry for food." At these words he trembled exceedingly for he saw he had to do with a ghoul and when she returned he lifted up his voice in prayer: "O thou who art ever ready to hearken to the oppressed who calls upon Thee and Who dost unveil all deceit, grant me to triumph over mine enemy, and keep all evil far from me, for Thou canst all that Thou dost desire." When the ghoul heard these words she vanished from sight, and the prince is able to make his way back home.

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(The Fifth Night. *Les Mille Nuits et Une Nuit*, trs. Dr. J.C. Mardus, Vol. I, 1899, pp. 57-59, "Histoire du Prince et de la Goule.")

In the story of Sidi Nouman a young man marries a wife named Amine, who to his surprise when they are set at dinner only eats a dish of rice grain by grain, taking up each single grain with a bodkin, and "instead of partaking of the other dishes she only carried to her mouth, in the most deliberate manner, small crumbs of bread, scarcely enough to satisfy a sparrow. The husband discovers that Amine steals out at nights and on one occasion he follows her. Sidi Nouman is relating these adventures to the Caliph Haroun Alraschid and he continues: "I saw her go into a burying place near our house; I then gained the end of a wall, which reached the burying place, and after having taken proper care not to be seen, I perceived Amine with a female Ghoul. Your Majesty know that Ghouls of either sex are demons, which wander about the fields. They commonly inhabit ruinous buildings, whence they issue suddenly and surprise passengers, whom they kill and devour. If they fail in meeting with travellers, they go by night into burying places, to dig up dead bodies, and feed upon them. I was both surprised and terrified, when I saw my wife with this Ghoul. They dug up together a dead body, which had been buried that very day, and the Ghoul several times cut off pieces of the flesh, which they both ate, as they sat upon the edge of the grave. They conversed together with great composure, during their savage and inhuman repast; but I was so far off that it was impossible for me to hear what they said, which, no doubt, was as extraordinary as their food, at the recollection of which I still shudder. When they had finished their horrid meal, they threw the remains of the carcass into the grave, which they filled again with the earth they had taken from it." (*Arabian Nights Entertainments*, translated by the Rev. Edward Forster. New Edition. London, 1850, p. 399.)

When they are next at dinner Sidi Nouman remonstrating with his wife asks if the dishes before them are not as palatable as the flesh of a dead man. In a fury she dashes a cup of cold water into his face and bids him assume the form of a dog. After various adventures as a mongrel cur, he is restored to his original shape by a young maiden skilled in white magic, and this lady also provides him with a liquid which when thrown upon Amine with the words: "Receive the punishment of thy wickedness" transforms this dark sorceress into a mare. This animal is promptly led away to the stable.

This tale is not dissimilar to a history which is related by the Dominican, Mathias de Giraldo, who was an exorcist of the Inquisition, in his *Histoire curieuse et pittoresque des sorciers, devins, magiciens, astrologues, voyants, revenants âmes en peine, vampires, spectres, esprits malins, sorts jetes exorcismes, etc., depuis l'Antiquité jusqu'à nos jours.* (Ed. Fornari Paris, 1846.)

It may be taken as an example of many Oriental fictions which are significant since they show the popular belief in vampires. About the beginning of the fifteenth century there lived in a pleasant suburb of Bagdad an elderly merchant who by his diligence throughout the years amassed a very considerable fortune, and who had no heir to his wealth save a son whom he tenderly loved. Wishing to see the young man happily married, he decided that he would arrange a match with the daughter of another merchant, a friend

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of old standing, who like himself had prospered exceedingly in commerce. Unfortunately the lady was far from comely, and upon being shown her portrait the youth, Abdul-Hassan by name, asked for a certain delay that he might consider the proposed union.

One evening when, according to his wont, he was rambling alone in the light of the moon through the country near his father's house, he heard a voice of enchanting sweetness which rendered with great skill and tenderness certain love lyrics to the accompaniment of a lute. The youth, leaping a garden wall, found that the singer was a maiden of extraordinary beauty, who was seated in the balcony of a small but elegant house and who, unconscious of her audience, continued to fascinate him by her enchanting voice almost as much as by her dazzling charms. On the following morning, after his devotions, Abdul-Hassan proceeded to make inquiries concerning the lady. But so retired a life did she lead that it was not for some while he was able to ascertain that she was unmarried and the only daughter of a philosopher, whose learning was said to be of the most profound, although he could bestow scant dowry upon his child, a paragon instructed in every art and science. From this moment the marriage which had been suggested became impossible to the young man, and realizing that concealment would be useless he boldly approached his father, confessed his love and besought that he might be allowed to choose his own wife. As until that time he had in every way obeyed his doting parent and the father found it impossible to deny a first request to so important a particular. Accordingly he determined to put no obstacle in the way of his son's happiness, and paying a visit to the house of the philosopher he formally demanded for his son the hand of this sage's daughter. After a brief courtship the marriage was celebrated with much splendour, and several weeks passed in the extreme of happiness. Abdul-Hassan presently noted that his wife, Nadilla, would never partake of an evening meal, for which singularity she excused herself on account of the somewhat frugal and severe regimen she had always followed under her father's roof. One night, however, after but a few weeks had passed, Abdul-Hassan, awakening from a deep sleep found that he was alone in bed. At first he took no heed, but he grew anxious as the hours wore away, and his bride did not return until shortly before dawn. Resolved to fathom the mystery he still feigned to be fast in slumber, but on the following night when he had pretended to close his eyes he carefully watched the actions of his wife. After a little while, no sooner did she deem herself unobserved than throwing over her a long dark cloak she silently slipped away. He rose, hastily dressed himself, and followed her at some little distance. To his surprise she soon left the main streets and made her way to a remote cemetery which had a very ill repute as being darkly haunted. Tracking her very carefully he perceived that she entered a large vault, into which with the utmost caution he ventured to steal a glance. It was dimly lighted by three funerary lamps, and what was his horror to behold his young and beautiful wife seated with a party of hideous ghouls, about to partake of their loathsome feast. One of these monsters brought in a corpse which had been buried that day, and which was quickly torn to pieces by the company, who devoured the reeking gobbets with every evidence of satisfaction, recreating themselves meanwhile with mutual embraces and the drone of a mocking dirge. Fear-

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ing that he might be caught and even destroyed, as soon as possible the youth escaped back to his home, and when his wife returned he appeared deep in unbroken sleep until the morning. Throughout the whole of that day he gave no sign of what he had discovered, but in the evening as Nadilla was excusing herself from joining him at supper, according to her custom, he insisted that she should eat with him. None the less she steadfastly declined, and at last filled with anger and disgust he cried: "So then you prefer to keep your appetite for your supper with the ghouls." Nadilla turned pale, her eyes blazed, and she shook with fury, but she vouchsafed no reply and retired in silence. However, about midnight when she thought that her husband was fast asleep she exclaimed: "Now wretch receive the punishment for thy curiosity." At the same time she set her knee firmly on his chest, seized him by the throat, with her sharp nails tore open a vein and began greedily to suck his blood. Slipping from beneath her he sprung to his feet, and dealt her a blow with a sharp poniard wherewith he had been careful to arm himself, so that she sank down dying at the side of the bed. He called for help, the wound in his throat was dressed and on the following day the remains of this vampire were duly interred.

However, three nights afterwards, although the doors were locked, Nadilla appeared exactly at twelve o'clock in her husband's room and attacked him with superhuman strength and ferocity, tearing at his throat. His weapon proved useless now and one chance of safety lay in speedy flight. On the following day they caused her tomb to be opened, and the body was discovered apparently asleep since it seemed to breathe, the eyes were open and glared horribly, the lips were blub and red, but the whole grave was swimming in newly-spilled blood. After this they repaired to the house of the old philosopher and he, when pressed revealed a most remarkable history. He said that his daughter, who, as he suspected, had devoted herself to the study of black magic, had been married some few years previously to an officer of high rank at the court of the Caliph. She forthwith, however, gave herself over to the most abominable debauchery and had been killed by her outraged husband, but coming to life again in the grave she returned to her father's house and dwelt there. Upon hearing this tale it was determined that the body must be exhumed and cremated. A great pyre of dry wood was built with frankincense, aloes, and costly spices, the corpse, writhing and foaming at the mouth, was placed thereon and reduced to ashes, which were collected and scattered in the Tigris to be borne away and dispersed amid the waves of the Persian Sea.

This is an extremely typical legend of an Oriental vampire, and we find the same details repeated again and again both in Eastern stories, and in those imitations which were so popular throughout Europe when once Antoine Galland had given France his adaptation of *The Arabian Nights*. Thus in *Les Contes Orientaux* of the Comte de Caylus, which are related to a King of Persia, afflicted with insomnia, in order to lull him to sleep, there is the story of a vampire who is only able to prolong his existence by devouring from time to time the heart of a comely young man. It would not be difficult to quote similar fictions but they are often derived at second, or even third hand, and accordingly are of little evidential value merely being devised for entertainment of the reader.

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RESOURCES

The Cult of the Charnel God

Also known as the Cult of Mordiggian and the Charnel Cult, this is a ghoul cult that attracts both ghoul and human followers. The focus of their veneration is Mordiggian, one of the more obscure Great Old Ones (described on p. 12).

The cult's origins are shrouded in mystery. Beginning as a society of human tomb-robbers and necromancers in France in the late seventeenth century, this group apparently came into contact with the ghouls of Paris and found common ground. The ghouls brought the humans into the service of Mordiggian, and the two groups found that they complemented each other well: the humans could assist the ghouls with information and errands they could not achieve themselves, and the ghouls offered the humans the secrets of dreams and the consumption of the dead. The cult's existence was documented in *Cultes des Goules*, a rare text penned by François Honore-Balfour, Comte d'Erlette, and published in the early eighteenth century (see p. 25).

Shortly after the publication of Balfour's tome, the cult was virtually destroyed by the authorities. The bulk of its members fled Paris. The scattered remnants went underground (literally) and descendents of these ragtag survivors are believed by some to live in Paris' catacombs to this day. By the twentieth century, the human founders of the cult have evolved into ghouls, enhancing their ability to survive.

The core of what is today the Cult of the Charnel God left Paris and continued to move as the authorities and world events made it difficult for them to establish a foothold. Eventually, they resolved to move to a remote part of the world, one that would presumably be safe from the actions of governments and the ravages of world events. After communing with their god, the decision was made to establish a stronghold in one of the most remote and forbidding of France's overseas colonies: French Guiana.

The initial occupation of the site which now holds a substantial complex occurred in the year 1805, a century after the cult was smashed in Paris. The death toll to tropical disease was high and only the strongest survived. Where most Europeans would probably have not survived, however, the cult was able to hang on and eventually thrive. The main reason for this, of course, is that many cult members by this time were ghouls or had at least partly evolved into ghouls. Being a hardier species than humans, they were more resistant to disease and other conditions that makes life in the remote reaches of French Guiana extremely difficult.

In the 1840s, the secret cult cell began to branch out from their tropical home. Returning once again to civilization, they began to reestablish their presence in France and even contacted some of the cult members that had remained behind 130 years before. Further, they moved into areas of North and South America and, later, western and southern Europe. In many cases, they found ready-made recruits in ghouls that already lived in populated areas. Using this as a boost, they were able to slowly but steadily expand both their size and influence.

The 1850s marked the beginning of a new period for the cult at its home in French Guiana. With their newfound success and increased resources, they began to expand on what was before merely a village of huts and crude wooden structures. They resolved to build a temple to their dark god, one that was befitting an entity they felt one day would rule millions. Using the temple of Mordiggian in Zul-Bha-Sair (described on p. 133) as its inspiration and aesthetically influenced by recently discovered Mayan and Aztec ruins, they began construction of a step pyramid. It took four decades to complete and is not particularly large by Mesoamerican standards, but is nevertheless an impressive achievement considering its location. Around the temple was laid a plaza on which were placed a series of well-constructed buildings, some made of wood and others of stone. By the 1920s, the stronghold was largely complete. Any further additions are generally along the lines of increasing housing and storage capacity. A plan for the immediate future, though it has not been carried out yet, is to bring in some modern conveniences. Foremost among these is a generator since the stronghold has no power source (hence no electric lights, radio transmitters, *etc.*).

One of the key features of the temple is the Gate of Oneirology. Created with an extremely rare spell (described on p. 9), this gate provides a physical connection between the waking world and the Dreamlands. Anyone entering the gate is physically transported to the Dreamlands, into the heart of the Temple of Mordiggian in Zul-Bha-Sair. The cult uses the gate to easily travel between the two worlds; it also provides a critical source of food and other supplies needed to support the temple in the rain forests of French Guiana.

The Long Term

Aside from the understandable desire to survive and expand, the cult does have a long-term goal in mind: to subvert human society to the point where certain things that are currently taboo become accepted practice. Therefore, they work to promote necrophagy and cannibalism. In this area, they have made very little headway except among a bare handful of deranged individuals in Europe and the Americas. The cult hopes that by slowly making such practices socially acceptable, it will help pave the way for Mordiggian's return to the physical world from its Dreamlands imprisonment. Knowing that this is an exceptionally difficult task, the cult takes solace in the fact that the world's population is growing. They theorize that once the earth's population reaches a certain critical mass of density, some governments and societies will reevaluate the accepted views on necrophagy and look to human corpses as a valuable and underutilized source of basic nutrition.

In some ways, the cult is very fatalistic. They feel no urgent need to unleash Mordiggian on the world at this time. They do not even entertain the notion that it is possible or wise. The predominant belief is that their god has many decades or even centuries remaining before it has any hope of achieving freedom. Reinforcing this belief are a series of prophecies that are detailed in *Cultes des Goules*. Perhaps provided to its author by an unknown member of the original Parisian cult, this is a series of vague phrases and passages that hint at the future of the world and the role of the ghoul-cult in it. (These are further described on p. 25.) The cult waits and watches for signs that these prophecies are coming to pass, all the while patiently working to subvert humanity for their god. Readers living in the late twentieth century need only look at the current explosion in human population and the increasing scarcity of resources to see that the cult's goals circa 1940 may be closer than they know.

In preparation for the day that Mordiggian will be freed, the cult is gradually enhancing the Gate of Oneirology. This is a long-term process that they hope will one day enable the gate to be used by Mordiggian itself and will be Mordiggian's means of entering the waking world. Their gate is, therefore, a modified version of the standard one created through the use of the spell Create Gate of Oneirology; the cult's gate in French Guiana is described on p. 172.

Though it will be decades before the gate will be attuned to properly permit Mordiggian's entry into our world, the practical result of Mordiggian arriving in the waking world is not as earthshaking as it would be should some more powerful or malevolent Cthulhu Mythos deity be released. The awakening of Great Cthulhu, for example, would have massive ramifications. With Mordiggian, the consequences are far less severe. It would likely take up residence in French Guiana and gradually exert its influence to expand an empire from there. Many of the world's ghouls that now largely ignore Mordiggian would likely flock to it, thereby magnifying its power and influence immeasurably, but clandestinely. Since it cares little for humans except as a source of fodder, it would make little effort to develop a group of worshippers beyond what it has at present (though its priesthood might attempt to expand the cult despite their deity's apathy).

Cult Resources

The Charnel Cult has substantial resources at its command. Fortunately for humanity, these are far-flung and difficult to exploit or coordinate.

Cells

Cult cells are scattered throughout western and southern Europe, North and South America, and North Africa. France and Belgium contain the most followers and the most groups of followers. The United States is second on the list followed by (in no particular order) Canada, Brazil, Holland, Germany, Italy, Spain, Portugal, the United Kingdom, and Egypt. Each cell generally is weak and is primarily concerned with keeping its existence secret from local authorities. Some are exclusively peopled by ghouls and have no human members. Others are more akin to the Greenfield cell that is the focus of *Provender of the God*.

Though there are dozens of cells scattered around the world, this does not make them some effective or efficient worldwide organization or conspiracy. The majority of Earth's ghouls, for example, do not belong to this cult and many have little or no knowledge of Mordiggian. One of the cult's long-term goals is to enhance existing cells, establish new ones, and recruit more followers.

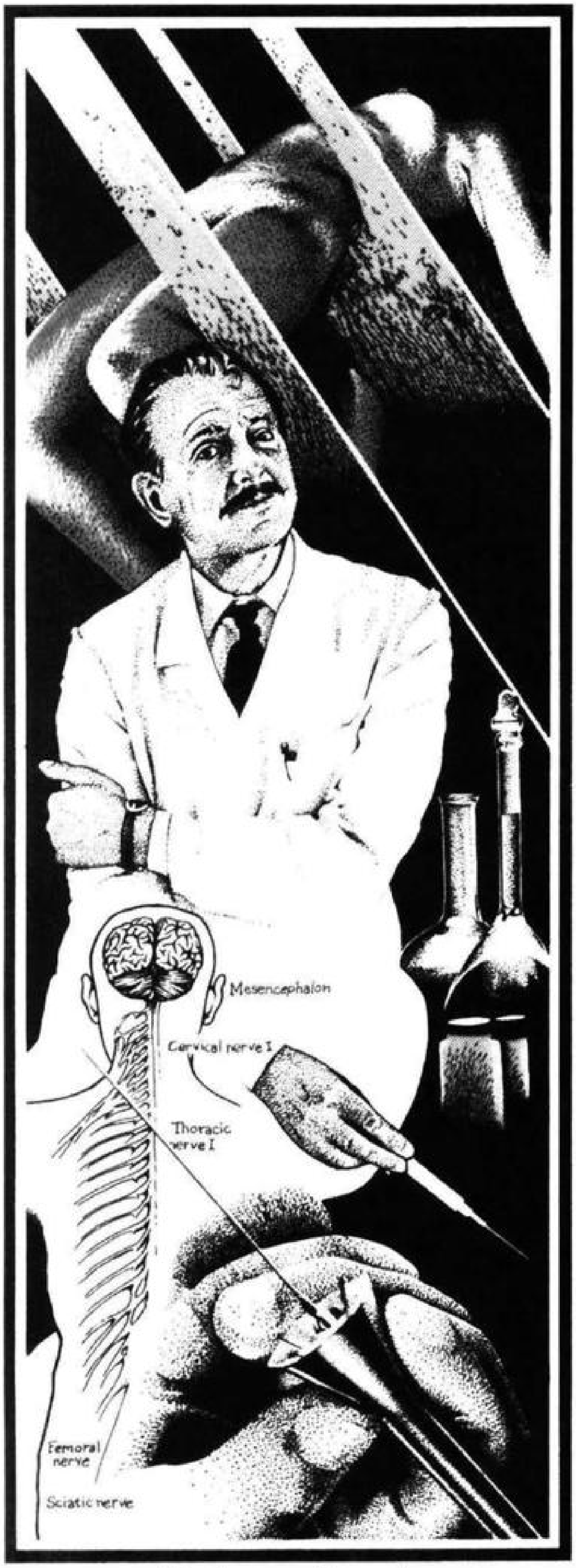
Note that though the cult is widespread, few cells are described in any real detail in *The Realm of Shadows*. This is both to limit the size and scope of this volume and to allow the Keeper to compose supplemental material to fit his or her campaign.

The Stronghold

Already described earlier in this section, the cult's main stronghold is the focus of action in *When Darkness Falls*. It is the source of almost all leadership and is where the cult guides and coordinates its activities and plans. Striking it down would cause incredible difficulties. Not only would they lose their best means of direct communication with their god and its Dreamlands priesthood, but they would lose their best planners and thinkers.

Formula 9 (Dreaming Serum)

Described fully on pp. 99, this substance was developed only recently and has become available only to a minority of cult cells. Its application, if left unhindered, will prove to be vital to the cult in the coming years. Developed and



The chemist and his work.

made by an American chemist named Arnold Ricketts, this liquid moves the user's consciousness to the Dreamlands city of Zul-Bha-Sair. The cult uses it as a means of secure long-distance communication. Cult leaders who are provided with this precious serum take it periodically to move their minds to Zul-Bha-Sair. There, they consult with Mordiggian's priests and are provided news and instructions. This is one way Morton Hadley, the cult leader in *Provender of the God*, gets instructions.

Until very recently, Ricketts was the only one able to manufacture Dreaming Serum, and the difficulties inherent in its magical creation meant that production was slow and inefficient. Lately, however, other cult members have learned to make it, but only in extremely small amounts. At present, these other cult members are merely assembling certain magical components created and supplied by Ricketts along with easily-obtainable chemicals from the area where they live; they are not as yet able to make the serum from scratch. Were Ricketts to be eliminated before he could properly instruct these others, the cult's ability to make this serum would be virtually (or completely) annihilated.

At the Keeper's option, the cult could have recently reached the point where other cult cells can construct the serum from scratch; alternately, this could be a penalty applied to the players if they do not deal with Ricketts early in the campaign. If so, then as the campaign progresses the cult could become increasingly better-informed of the investigators' plans and better-able to oppose those plans. Any such escalation of the cult's communications ability is up to the Keeper to decide on and implement; ideally, this option provides a flexible way to modulate the cult's strength if the players are having too easy of a time with the campaign. Use this option with caution and keep the ramifications in mind.

The Gate of Oneirology

Located deep within the temple of Mordiggian in French Guiana, this is a physical gateway to the Dreamlands. It allows cultists to move back and forth between the waking world and the Dreamlands and permits them to exploit Zul-Bha-Sair as a supply point.

The gate was created through the malign influence of Mordiggian. At present, the cult has no knowledge of how to recreate it since those who did so are long dead. If it is somehow destroyed, they are in deep trouble. Mordiggian is unlikely to provide them the knowledge a second time without first considering the matter thoroughly. After all, if they were such bunglers as to allow the first gate to be broken, are they worthy enough to earn a second try? Being immortal and having an alien perspective, it might take Mordiggian decades or even centuries before it would make up his mind to set up a new gate. Gods can be fickle.

It is this gate that the cult is gradually enhancing in order to make it suitable for their deity's personal use. If successful, this will be the means for Mordiggian's entry into the waking world. Fortunately, modifying and developing the gate requires decades and massive amounts of effort and magical power.

The Cult's Magic

As a general rule, most cult members lack extensive knowledge of magic. Aside from the spell Contact Lesser Ghoul, few cultists are likely to be capable spell users. Even cult priests, with some notable exceptions, are generally not great sorcerers.

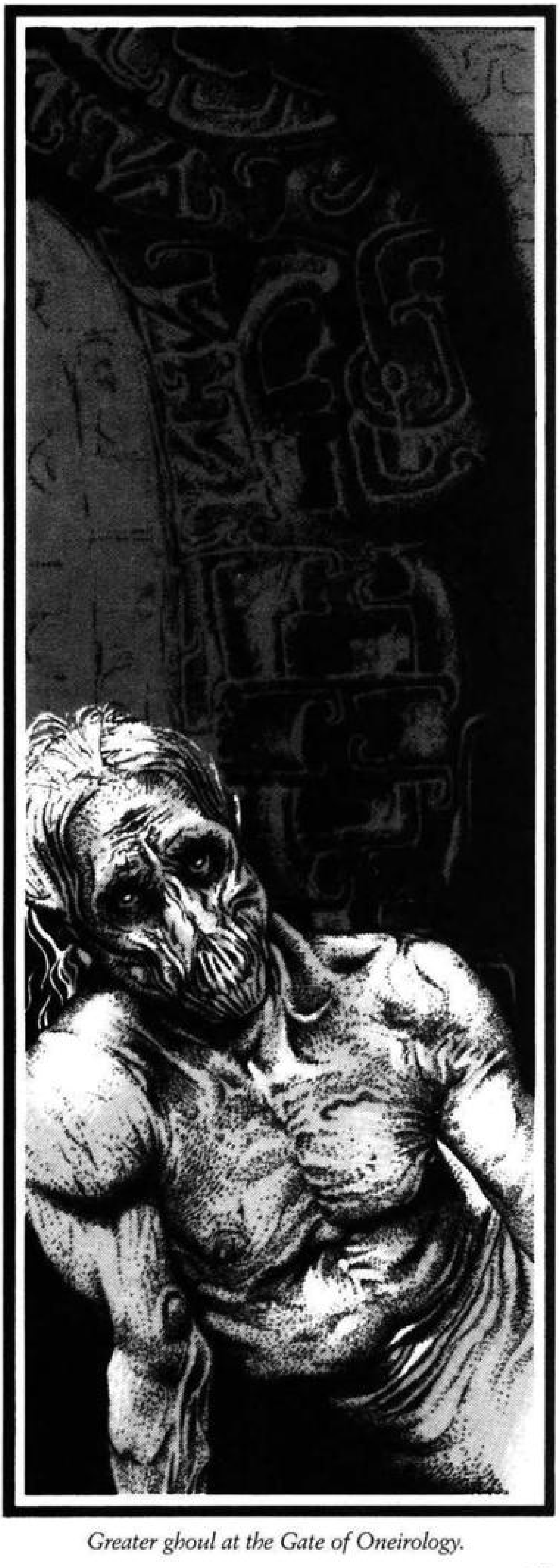
They are, not surprisingly, eager to enhance their magical knowledge. However, the core cult of greater ghoul priests in Zul-Bha-Sair is loathe to part with its secrets, even to cult members and cells in the waking world. Part of their reluctance is an inherent distrust of human cultists. Part is due to their natural instinct to keep such matters secret. In effect, there is a fracture between the cult in French Guiana and the hierarchy in Zul-Bha-Sair. This rivalry can only serve to hinder the already slow progress the cult is making.

Certain spells often seen in *Call of Cthulhu* scenarios and campaigns are not to be found in the hands of this particular cult. The spell that would be of greatest use to the cult is Create Gate. Right now, the inability to travel between the various cells around the world has been a major factor inhibiting the cult's growth. If the investigators are in possession of this or other useful spells in the form of books or scrolls, and they permit the cult to obtain them through misadventure, it is only a matter of months before this organization becomes far more dangerous. The ability to freely travel from point to point would permit the cult to overcome its greatest obstacle, thus allowing it to concentrate far more on its primary goal–subverting humanity and (ultimately) releasing Mordiggian.

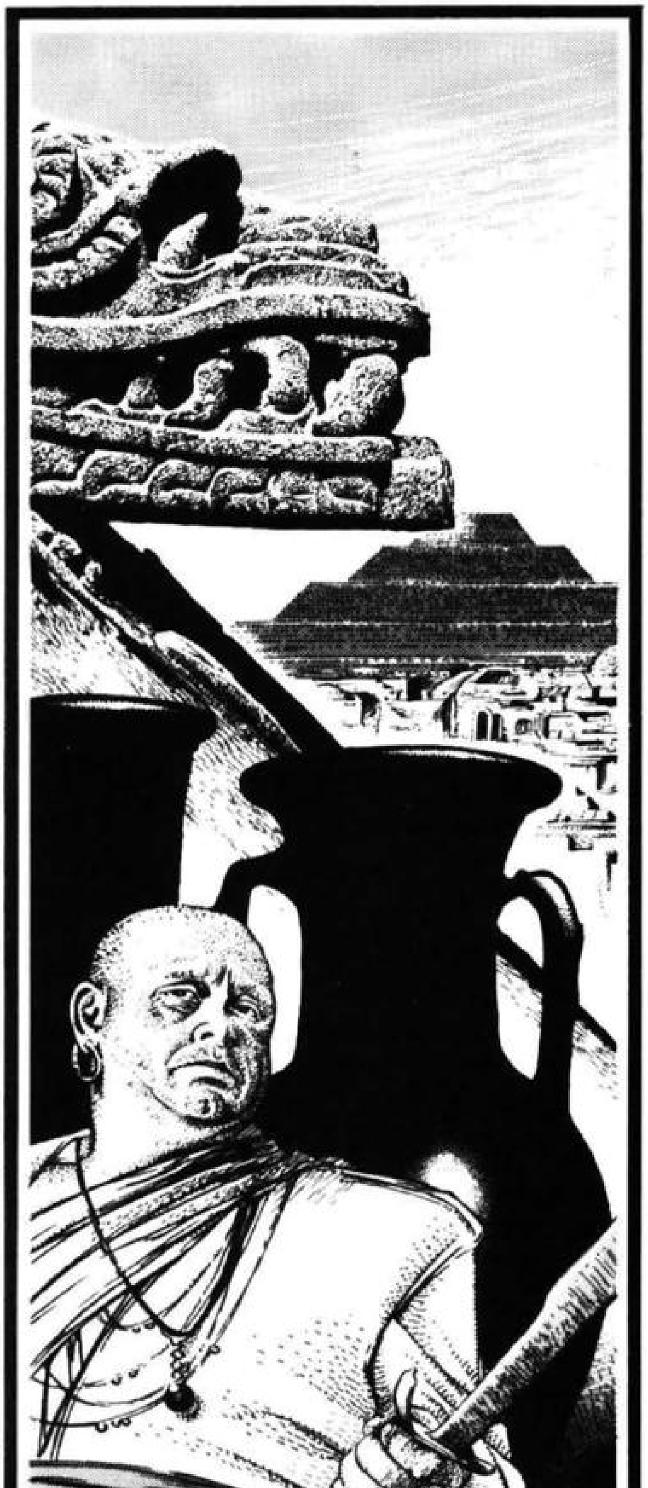
Keeper's note: if the cult learns that a specific investigator possesses magical knowledge, they are likely to want to capture and interrogate him/her. However, it is obviously difficult for the cult to learn such intimate information unless the investigator is indiscriminately and flagrantly using magic (something that is, or should be, rare in Call of Cthulhu *play).*

The High Council

The cult of Mordiggian on Earth is ruled by what is termed "The High Council of Mordiggian." Composed of three leading priests, the council in recent decades has traditionally been composed of one human and one greater ghoul. The third member is more often human than ghoul, but presently, the third member is a hu-ghoul. The High Council is housed within the great pyramid and is guided by the dic-



Greater ghoul at the Gate of Oneirology.



The Temple at Zul-Bha-Sair.

tates of Mordiggian and the priesthood in Zul-Bha-Sair.

The council rules the cult within French Guiana with a force akin to absolutism. Branches of the cult outside the colony are, by necessity, ruled in a more decentralized manner. Over the years, the cult has expanded to include members all over the world. With this expansion came the need to communicate effectively.

The Dreaming Serum developed by Arnold Ricketts gave the cult a secure means of communicating with representatives around the world. Fortunately, it is only a recent development and has not yet been widely distributed. Furthermore, it is available in limited quantities only, making it something that cannot yet be indiscriminately used or squandered. Most of the serum is manufactured by Ricketts who then mails it out to various contacts in New England. In some cases, he mails the serum directly to high priests like Morton Hadley. Most of his product goes to reshippers in Boston and New York who then forward the serum to priests elsewhere in North America as well as overseas.

Use of the Dreaming Serum allows the minds of priests to journey into the Dreamlands and commune with the priests in the Temple of Mordiggian. There, they receive tutelage in dark magicks and rites and are given directives. The High Council in French Guiana helps coordinate this activity and ensure that the cult is not revealed to the public.

One problem the Council has faced has been the priests in Zul-Bha-Sair. The priesthood there is composed entirely of greater ghouls native to the Dreamlands and they lack proper insight into the real world. The High Council often advises their masters in the Zul-Bha-Sair priesthood for if they didn't, some orders given to priests around the world might result in disaster simply because they are ignorant or poorly thought-out. For its part, the priesthood understands this cultural barrier and is willing to acquiesce to most advice given by the High Council; they do so grudgingly and with a certain amount of resentment, however. The priesthood is suspicious of the High Council's advice–even when they accept it–because some of the priests fear that the High Council will give false advice just to manipulate them and gain power for themselves. This fear is largely unfounded, but if a further schism developed between the two groups it could prove accurate.

The Current Members

The council is composed of three high priests who serve in the position for five-year intervals. New council members are chosen by the priests of Zul-Bha-Sair, possibly with some input from Mordiggian. It may very well be that Mordiggian is aloof in this, being content merely to allow its cult to handle mundane matters like this.

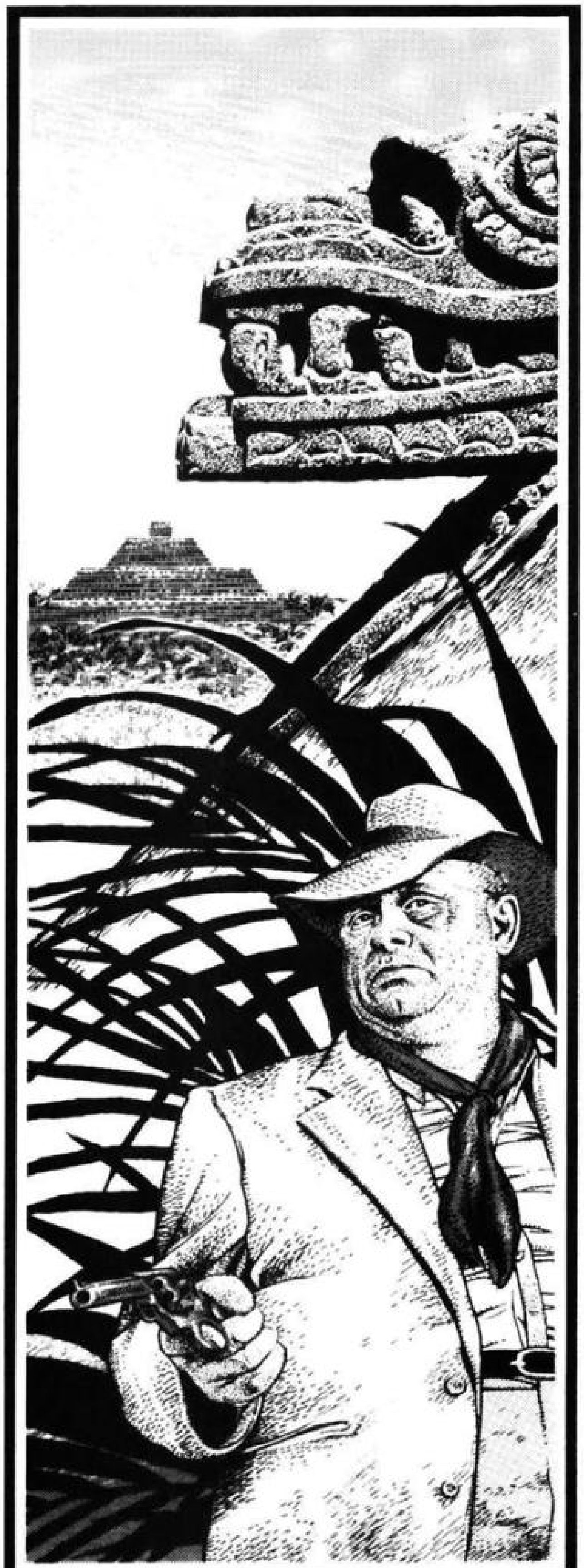
Keeper's note: the Council is described simply to serve as a resource for the Keeper. The investigators should, in most *cases, be able to avoid direct contact with these gentlemen. Circumstances are such that at most any given time it is very likely that at least one and perhaps two are actually in Zul-Bha-Sair instead of at the great pyramid in French Guiana. The Keeper should avoid the temptation to use these characters as a means to destroy investigators in combat. That is really in opposition to their true function. They are leaders of a great cult, not killing machines. Yes, they do possess powerful magicks and certainly have the willingness and ability to use them. However, two of them are nothing approaching warriors or master assassins. Though Gedrick (described on page 182) can be quick, decisive, and violent, Carnot and Perigord are not cunning killers. It is entirely possible that even if they are encountered, they may hesitate or be surprised or otherwise permit the investigators some advantage. Think of the council as being a body of political leaders as opposed to a general staff. (Use this simple analogy: they are more akin to President Roosevelt and Vice-President Truman than Generals Eisenhower, Bradley, and Patton.) Only if the investigators blow it should the Keeper consider actively using them for direct destruction. Even in this case, hordes of well-meaning cultists trying to protect them might get in the way of any direct action they might take against the investigators.*

Henri Carnot

Carnot is a quiet Frenchman who was born and raised in the cult's stronghold within French Guiana. Educated at the University of Paris, he possesses the equivalent of an M.A. degree in history. When not hidden away deep in the jungle temple, he travels the world spreading the good word of Mordiggian. His public image is that of a scholar and he sometimes lectures at universities. He has published two books in France, one a general text on Argentinian history and one on Moche art and artifacts (the Moche were a tribe of Peruvian Indians predating the Inca).

Now age 63, he has not left the temple area in several years. It is unlikely he will ever venture out into civilization again due to chronic infirmities. Though he can easily move about the compound and interact with his people, a strenuous trek to Cayenne is beyond him. Carnot is kind of an institution here. He has served three terms on the council and would likely have served more were it not for the strictly enforced policy of not allowing an individual to serve two consecutive terms.

Keepers who are running prolonged campaigns that end with *The Realm of Shadows* may want to include him briefly in 1920s scenarios as a man who might be consulted or interviewed. In such situations, his religious affiliation should not come into play. His stats appear in *When Darkness Falls* on p. 181.



The Temple at French Guiana.

Gaston Perigord

The son of a greater ghoul, Gaston was raised by his human mother. He has spent about an equal amount of time in the Dreamlands and on Earth and has become a formidable spellcaster and necromancer. Much of his time in the Dreamlands was spent outside Zul-Bha-Sair. On Earth, he has travelled to Cayenne several times and made a brief tour of Latin America. Other than that, his firsthand experience in the waking world is limited. His accomplishments in the black arts are remarkable, moreso since he is not even forty years old.

This is Perigord's first time on the High Council. His service has been noteworthy and he may again serve on the Council in a few decades if he survives this campaign. His stats appear in *When Darkness Falls* on p. 182.

Gedrick

This greater ghoul is one of the most powerful sorcerers in South America. Having already lived in excess of five centuries, he has been able to amass a staggering amount of knowledge. Fortunately, he is a restrained individual who avoids overt displays of power except when there is a legitimate purpose. Much of Gedrick's time for the past several decades has been spent in Zul-Bha-Sair. It is very possible he will be there when (if) the investigators strike at the Temple of Mordiggian in French Guiana. His stats appear in *When Darkness Falls* on p. 182.

The Cult Post-Campaign

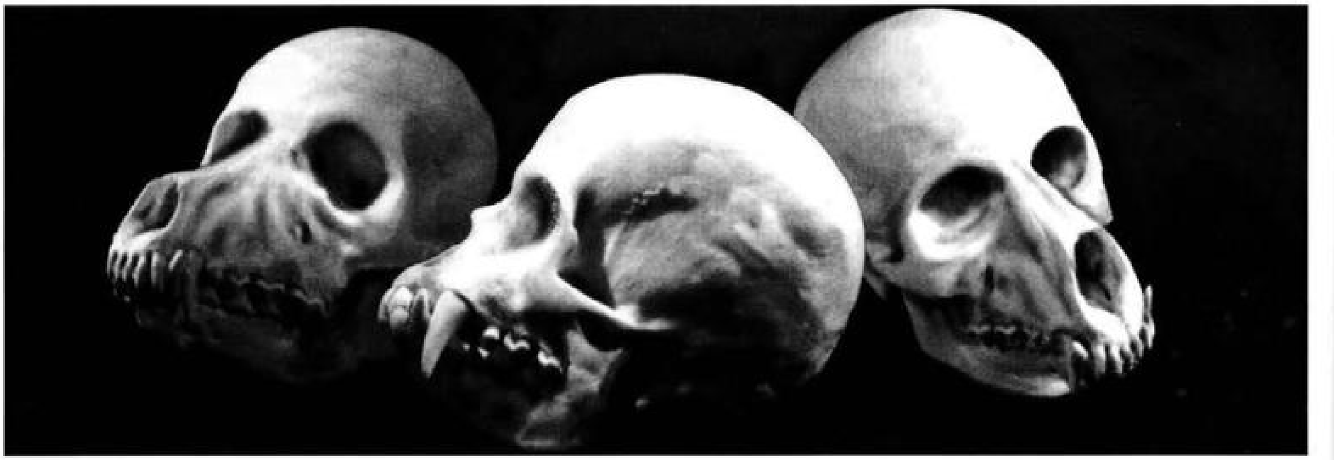
An everyday concern of the ghoul-cult is to maintain secrecy. They want to avoid becoming known by the world until the day that human society has been subverted to the point where knowledge of them would not even be newsworthy. If they are able to remain secret and are left generally unmolested at the end of this campaign, their effect upon the world in later decades and centuries can be profound.

According to some of their dread prophecies detailed in *Cultes des Goules*, the world's great religions must decline. The Inquisition, Puritanism, and other fanatical belief systems must vanish. Society must then become permissive and tolerant of strange and unpopular beliefs and views. Next, portions of society must begin to adopt controversial habits and styles of living, some of which would have been banned by the rigid moral codes of earlier centuries. Sound familiar?

Well, the prophecies are slowly coming true and the cult has sensed it. The influence of religion on European and New World governments has declined. No longer can a pope or archbishop overrule a secular ruler. The Inquisition is gone. Though still frowned upon, black magic and Satanism are no longer illegal in some countries. The rigid moral tone of the Victorian era has disappeared. Already, there are indications that societies around the world may become even more permissive and tolerant. The information on page 25 further elaborates on what the future holds for mankind if the cult continues unchecked. Granted, the cult does not have a direct hand in the trend of tolerance spreading around the world, but it will quickly exploit it and undo all of the positive things such tolerance can mean for humanity.

However, the cult faces real challenges. In particular, it does not see the threat posed to it by the coming global conflict of WWII–which is to say, the technological advances it will spur. At present, the cult does not seriously consider airplane traffic to be a threat to the secrecy of its temple in French Guiana; in truth, it's likely that flyovers will reveal the temple's existence to people from the outside world within the next decade, owing to the coming tremendous advances in–and global growth of–aviation. Of course, those early flyovers are unlikely to lead to any swift repercussions. But the cult's drive for secrecy could lead it to abandon the pyramid and spur jungle growth over the compound, disguising it from the air and especially camouflaging the structure housing their precious Dreamlands gate.

If such a plan succeeded, it could keep the stronghold's existence a secret for decades. Even today, the steamy rainforests of French Guiana are largely unexplored.



RESOURCES

Cultes des Goules

"Lest some would label it blasphemy, I have chosen to explain certain actions and beliefs, and let God be the judge of us all."
–François Honore-Balfour, 1703

Written by François Honore-Balfour, the Comte d'Erlette, *Cultes des Goules* was published in France in 1703. It alleges the widespread existence of necromancy and necrophilia in France around the turn of the eighteenth century. The author describes an actual society of tomb-robbers and grave-despoilers, detailing their rites and practices. Necrophagy was indulged in at initiation ceremonies, the members thereafter referring to themselves as "goules." Other, scarcely less-abhorrent acts involving the purported resurrection–or at least the reanimation–of the dead for purposes of divination and, in some instances, conjuration are also detailed. The cult is thought to have gone underground shortly after publication of the book, and no concrete evidence of their existence has ever been found.

Topics covered are the witch covens of France and their ties to a secret society of subhumans (ghouls) said to inhabit the catacombs beneath Paris. Nyogtha is mentioned often, as is Shub-Niggurath who is somehow linked to werewolves and other lycanthropes.

Only the original French edition of this book is known to exist and precious few copies at that. Printed privately, six hundred were scheduled for release, but it is believed only sixty were actually made. Three copies bound in human skin were allegedly made for Balfour himself, but this accusation has never been proven. At least fourteen copies are known to exist, the last surfacing in France in 1906.

Quotes

During the course of *The Realm of Shadows*, it is very possible for the investigators to acquire a copy of *Cultes des Goules*. Within its pages are clues and information of potential help to the group. Of especial importance are the prophecies to which the cult applies so much importance. These are provided below. The Keeper should feel free to use these as player aids. To have a chance to earn one or more of these requires an investigator to first read the entire book and succeed in a Read French roll. Next, the researcher must attempt an Idea roll for each quote with whatever positive or negative modifiers the Keeper feels are appropriate. Multiple attempts can be made to gain these passages, but would likely result in more grueling days of study.

The Prophecies

COME. I will tell you the Tale of the Body of Blood. The Body is today an infant. It will attain its majority some three hundred years hence. In the time from now to then the Body will grow part by part. I will now tell you the tale of the Parts of the Body.

The TESTICLES will grow swollen with the milk of the Carpenter God and their seed shall cover the lands and the seas. But spent, they will wither and retract in the manner of a corpse three months' dry.

[the decline of church influence in Europe]

The PENIS will reach across the water to the new lands, intent and firm. But it too, will wither and retract. This is the last great act of the Carpenter God's false religion.

[the decline of Puritanism in the new world]

The EYES will wisely see all of this and their gaze will fall upon notions of justice, liberty, and tolerance. They will embrace these glad values, and open the gates of permissiveness.

[the U.S. Constitution]

Game Stats

Author: François Honore-Balfour, Comte d'Erlette
Year of Publication: 1703
Language: French
Game Statistics: -1D4/-1D10 SAN; +14% Cthulhu Mythos; x2 spell multiplier; 22 weeks to read
Spells: The Black Binding, Call/Dismiss Nyogtha, Call/Dismiss Shub-Niggurath, Contact Lesser Ghoul, Resurrection, Shrivelling, Summon/Bind Byakhee, Summon/Bind Dark Young of Shub-Niggurath, Voorish Sign
Optional Spell to Include: Call/Dismiss Mordiggian

The NOSE will grow hooked and cruel and will seek out every sign of contagion or corruption. It will wrinkle in disdain, but it too is corrupt. Ensyphilitic, it will rot and fall away.
[the rise and fall of Victorianism]

The MOUTH will at last open for the Great Banquet. The fields and farms will be unhallowed graveyards full of unburied dead. My brothers will feast as never before.
[World War I]

The FEET will flee the banquet and march unshod. They will follow in masses behind those who would destroy and rebuild the state. They will welcome repression and control.
[the rise of Bolshevism]

The LIVER will indulge itself. What it can not have by rule of law it will have by force of will. It will grow fat and pustulent on the wealth of a nation.
[the Roaring Twenties and Prohibition]

The HANDS will seize the throat of Europe and claim the land's life for its own. Leaders of awful strength will arise.
[the rise of fascism in Germany and Italy]

The FACE will be that of naked greed and will revel in violence. A second Great Banquet will weaken the grasp of the HANDS and the EYES will look out unopposed.
[World War II]

The BREATH will draw not warm but will breathe deep and long and stale. The EYES and the FEET lie at opposite ends of the Body of Blood and each cannot stand the other.
[the Cold War]

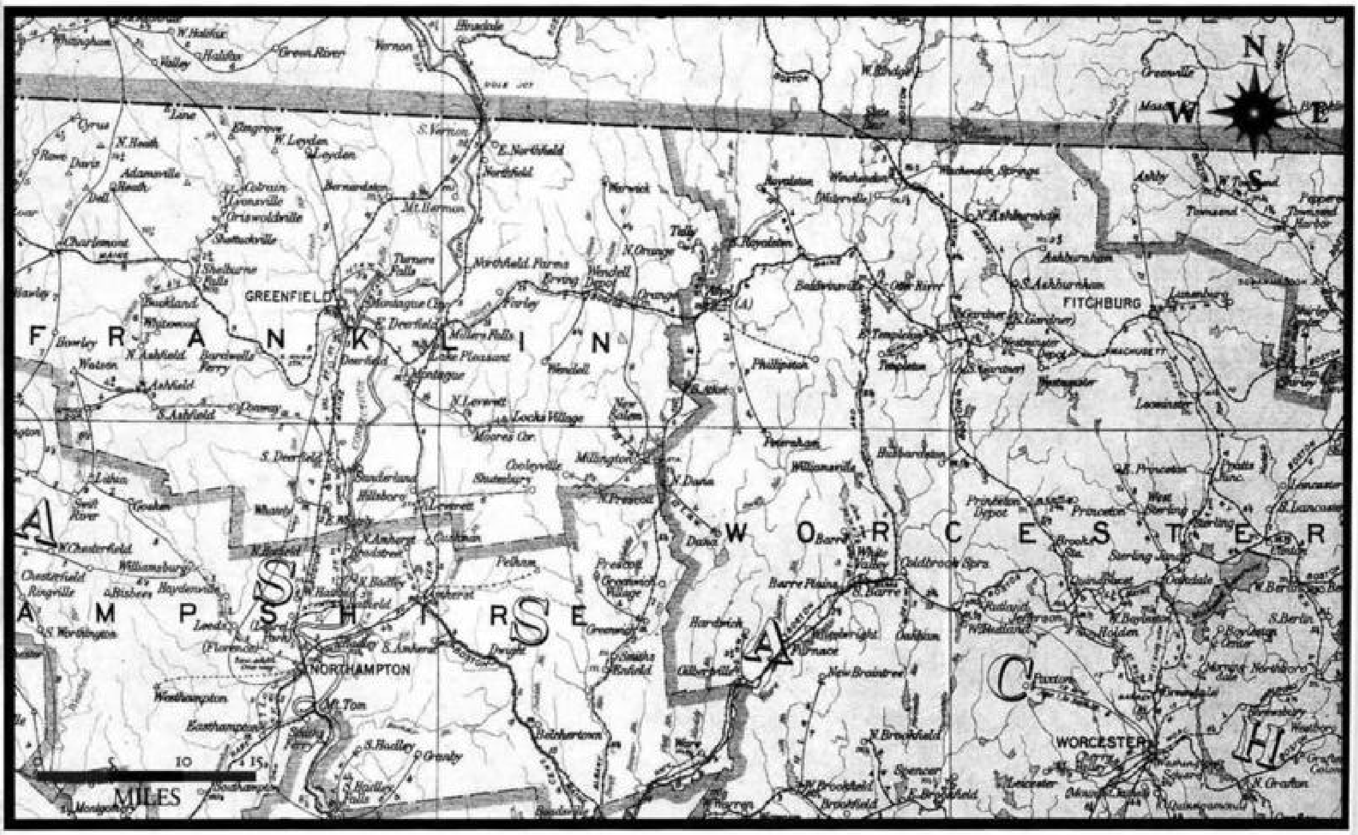
The ARMS will at last win the day, for the FEET are blind. The instruments of control and repression will decay, and there will be no sin.
[the fall of Communism]

The great black HEART will at last begin to beat freely. Mankind will be free and wild and beyond good and evil, with laws and morals thrown aside and all men shouting and killing and reveling in joy.
[the coming of the End Times]

More than this I can not say. The Body of Blood has many parts, and its Tale is not yet done. But my part in it is over.

RESOURCES

A Portion of Massachusetts



RESOURCES

Calendar for 1940

Underlined dates are days of the full moon. Circled dates are days of the new moon.

January

S	M	T	W	T	F	S
	1	2	3	4	5	6
7	8	⑨	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	31			

February

S	M	T	W	T	F	S
				1	2	3
4	5	6	7	⑧	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29		

March

S	M	T	W	T	F	S
					1	2
3	4	5	6	7	⑧	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30
31						

April

S	M	T	W	T	F	S
	1	2	3	4	5	6
⑦	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30				

May

S	M	T	W	T	F	S
			1	2	3	4
5	6	⑦	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30	31	

June

S	M	T	W	T	F	S
						1
2	3	4	⑤	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	29
30						

July

S	M	T	W	T	F	S
	1	2	3	4	⑤	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	31			

August

S	M	T	W	T	F	S
				1	2	③
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	31

September

S	M	T	W	T	F	S
①	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30					

October

S	M	T	W	T	F	S
		①	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	㉚	31		

November

S	M	T	W	T	F	S
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	㉙	30

December

S	M	T	W	T	F	S
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	㉘
29	30	31				

Fig.8
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Kith and Kin

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CHAPTER ONE

Kith and Kin

The investigators are hired by Franklin Quigley, a physician in Greenfield, Massachusetts. He has a problem: his wife, Katharine, has left him and taken their daughter, Anne, with her. Dr. Quigley freely admits that his relationship with his wife has been deteriorating over the past year and is really not all that sorry to see her leave. However, he is concerned for his daughter. Katharine has been acting strangely lately and has been associating with all sorts of strange and unsavory folk. Franklin will pay the investigators handsomely if they can find Katharine and recover his daughter. As a doctor and a man of standing in the community, he is eager to avoid publicity.

Keeper's Information

This case is not what it seems. Dr. Quigley is the true villain. He is not human, but is a ghoul that has used the spell Consume Likeness to conceal his true form and allow him to blend into the human world. Katharine entered his life after he made this transformation and all went well until he suffered what would normally be considered a routine household accident. When he fell down the stairs to the basement, he was badly bruised and the spell lost its hold. Katharine witnessed this and was greatly shocked. A superstitious sort, she believed her husband was somehow in league with the Devil or was perhaps even a demon of some sort. She immediately grabbed their daughter, Anne, and fled the house, taking only a couple pieces of clothing, her husband's money stash, and the family car. Quigley restored his spell and took up pursuit, but he could not outrun the car. Knowing his wife had seen too much and not having a particularly strong attachment to her anymore, Quigley decided she had to be eliminated. He is, however, genuinely concerned for his daughter's welfare and wants her to be returned since she saw nothing and anything her mother tells her could be explained away as the insane ravings of a lunatic mind.

Before hiring the investigators, he did do one thing. He had the sheriff and a few local contacts conduct a search, but it soon was revealed that her car was seen leaving town and she is believed to be out of the county. The sheriff is now powerless to help and so has no objections to having private investigators continue the chase, though he will be wary towards them in case they prove incompetent or even dangerous to the peace of the community.

Quigley's plan is simple. The investigators are mere pawns who are to find Katharine and Anne and either return them to Quigley or report their whereabouts. Once this step is done, he has two options. If Katharine remains in a public setting and cannot be discreetly eliminated, he will take steps to have her committed to an asylum. Otherwise, he will contact several ghouls and have them kill and consume her, removing all evidence of the murder in the process. At this point, he will take custody of Anne and claim that an irrational Katharine skipped town and could be anywhere.

The one real loose end in this plan are the investigators. Several possibilities exist here. They may choose to believe Katharine's story when (and if) they confront her and commence investigating Quigley. They may act as tools for Quigley until they realize way too late that he is the true villain. Worse, they may never realize this and could blithely sign Katharine's death warrant—or even carry it out themselves.

Kith and Kin is a reasonably short scenario designed for two to four investigators of low to moderate experience. Ideal characters are private investigators, but others that seem fitting can certainly be worked in logically. Survivors of the Pagan Publishing campaign *Coming Full Circle* may also be suitable; presumably they already have a positive reputation in Franklin County and may, therefore, be known to Quigley (though their specific exploits are probably unknown to him; such ignorance on his part could be his first and worst mistake). The scenario is set in Massachusetts in 1940, but may be moved to another location and year if this better suits the Keeper's needs.

Stage I: Investigation

During much of Stage I, the group is probably working on behalf of Franklin Quigley with little reason to doubt anything he has said. They must face the prospect of tracking down his wife and daughter and potentially confront the dangers this activity presents.

Meeting Dr. Quigley

Quigley contacts the investigators by mail, by telephone, or in person and asks them to visit his office located on Main Street on the floor above Hamilton's Pharmacy in Greenfield, Massachusetts. He explains as little as possible in advance except that the visit concerns an important job. If pressed, he will indicate it involves the disappearance of his wife and daughter and that he is willing to pay handsomely. He prefers to give further details in person.

Investigators who live in the area may be acquaintances of Quigley's while others may be out-of-town private investigators, surviving characters from *Coming Full Circle*, or the like. Those who attend the meeting, set during the lunch hour on Wednesday, April 17, 1940, will be warmly greeted by a tall, handsome man in a white lab coat.

Quigley admits the investigators to the deserted office. After explaining that the nurse is out to lunch and that no patients are currently present, he invites them into a small lounge that he shares with a dentist in an adjacent office. Hanging on one wall is a copy of his medical degree from the University of Connecticut (a forged document, though there is no way that this can be discovered during the meeting) plus a photograph of an aging, but distinguished looking man. The photograph is signed:

> *To Franklin, my distinguished pupil and protégé.*
> *Best of luck in your new practice.*
> *–Victor Purvis, M.D.*

The opposite wall contains a diploma and other credentials belonging to the aforementioned dentist, Dr. Harold Maxwell. These are genuine. The importance of the photograph and the medical degree are described on p. 42.

Dr. Quigley offers the investigators coffee or tea and asks them to sit and relax. Once everyone is settled and introductions have been made, he explains why he summoned them.

Quigley's wife left suddenly a week ago with no prior warning. She took their four-year-old daughter, Anne, and is now "... God knows where." In retrospect, he explains, he should have realized this might happen. Their relationship had been deteriorating for months and more than once they had heated arguments, mostly concerning her associations with unusual strangers. She never explained who these people were or what they were doing, but he now believes that she left to join them.

The request is simple. Quigley knows that salvaging the relationship with Katharine is futile. All he wants is for his daughter, Anne, to return. He feels that only he can provide a stable, wholesome environment and greatly fears what might happen to her with her mother travelling around like some homeless vagabond. He even implies that she may be unstable and is certainly irrational. If the investigators are interested in the case, he will pay each $50.00 up front and will cover all reasonable expenses (if warranted, he will also provide a nominal daily fee). Upon the safe return of his daughter, he will reward each another $200.00. He is unconcerned about his wife; he only wants Anne safely home. If they are unable to retrieve his daughter, he wants to know her location and/or the location of his wife so he can inform the state authorities and let them handle the matter. Payment for information leading to the safe recovery of his daughter by police earns each $100.00.

Keeper's note: The open way in which Quigley discusses his personal marital problems is the first sign, albeit a subtle one, that he is not quite normal. In 1940, to discuss such matters openly and freely would be great cause for embarrassment, especially for one of Quigley's apparent social standing. While he will not want this matter advertised, he shows no embarrassment or self-consciousness when discussing it with the investigators. He is more brazen than coy. The reason is that he still has only an incomplete grasp of modern American society.

Questioning Dr. Quigley

Assuming the investigators take the case, they are provided with Katharine's address book (described fully on p. 34) and a photograph of both Katharine and Anne Quigley. This is available as Photographic Aid #1. Katharine is a reasonably attractive woman in her late twenties, but Anne can be best described as ugly. Quigley mentions that Anne is not a typical child. Rather, she is "special" and suffers from some untreatable physical ailment; he refers to her as being a kind of "mongoloid" (in current terms, this means Down's Syndrome). This has resulted in her rather repulsive appearance and her being mentally "slow." Anne is shy around strangers and is very self-conscious about her appearance, but is relatively easy to manage as long as she trusts those she is with. Anne's condition is part of the reason why Quigley is concerned, since he doesn't believe Katharine is capable of properly caring for the child alone.

Katharine has become more and more strange over the past ten or twelve months and has reached the point that she is known to talk and babble to herself incessantly when she is alone. Most recently, she has gotten physically violent and only two weeks ago she brandished a large butcher knife at her husband. He knows nothing about the strange people she was seeing at odd hours and was unable to prevent her nocturnal wanderings. With only a minor bit of prodding, he may even admit he believes she was carrying on with another man, but due to his desire for privacy, was hesitant to make this known to police or the public.

As for the actual departure, he knows little (the truth). Katharine took the family's 1937 model Buick Special Model 41 sedan (a quality five-seat, four-door automobile) along with some cash that was in a jar in the kitchen. The car's license number is 357-RDY. He believes they drove out of town since that is apparently what the sheriff's investigation determined (again, the truth). He will not tell the investigators that Katharine is armed, since he has not noticed that his shotgun is missing. When he does discover this fact (probably within a few days), he will not relate the informa-

Quigley Slips Up

Sometime during *Kith and Kin*, the group should come to the conclusion that their employer is shady or is perhaps as worthy of investigation as his seemingly demented wife.

A number of disturbing inconsistencies about him will arise. First off is the photograph of Katharine and Anne Quigley. His comments about Anne's appearance don't hold water. This is described further under "Reviewing Anne's Photograph," below.

Second is the way he openly and almost brazenly discusses his marital problems, issues that in 1940 are very personal. Though he might state he wants this matter kept confidential, he shows no embarrassment when speaking of this with the investigators.

Third is his wife's sudden disappearance. Except for her husband, everyone who knows Katharine Quigley has nothing but nice things to say about her. A natural conclusion should be that perhaps it is Quigley who is the abusive one and that Katharine is simply fleeing an intolerable marriage. Investigators who suspect this might immediately begin checking him out. After all, if he is an abusive husband, they are wasting their time tracking down a wife who doesn't want to come back anyway. Further, few would want to return an innocent child to an abusive parent, even if they are being paid.

Fourth is Quigley's own reputation in town. Even a cursory check of his background reveals that he is not the respected doctor he would have the group believe. More on this is on p. 42.

Stage I is written as if the group has been duped by Quigley. However, it is very possible that they will stop dead in their tracks at some point and begin to question how things are going. If so, the Keeper must be prepared for this and jump into Stage II and even intermingle the two sections. Many bizarre outcomes are possible. The group might convince Quigley to go with them to the Kiel Farm (see page 36). Not knowing Emmanuel Kiel's violent and intolerant nature, Quigley might find himself unexpectedly full of holes. Alternately, Katharine might actually join the group against her husband. Though admittedly a remote possibility, this actually occurred during one playtest session. As is common in *Call of Cthulhu* (and roleplaying in general), the Keeper must anticipate odd twists and turns in the plot and adapt this text to them.

tion to the investigators. The reason is that he hopes that Katharine will do something rash and stupid and fire on the investigators, making her look even more guilty. If directly asked if she is armed, he will say "no" until he later discovers that the shotgun is missing. Only then will he reveal the fact, knowing that if he doesn't, he may incriminate himself. Quigley cannot (will not) say any more about his wife except that he is considering filing for divorce.

The Truth

Quigley's story is a pack of lies and half-truths. The true reason for Katharine's departure has already been given–she has seen his true and terrible nature. She is not insane, though the recent brush with her husband rattled her cage and has given her a phobia about demons and demonic forces. Mild to moderate paranoia is also a problem she must cope with and may prove to be a problem the investigators must cope with as well.

At no time was she violent with her husband. Her departure was out of shock about her husband's appearance. She had long been concerned about him for he no longer had the demeanor of the man she thought she had married. More importantly, she was not consorting with strangers at all, though there is no one around who can confirm this. In fact, Quigley could plant some evidence that helps implicate her in adultery. One quirk concerning Katharine is that she is extremely superstitious while also being a devout Roman-Catholic. Once she escaped the house, having taken little more than cash and a shotgun, she drove to her nearest relative, an uncle named Emmanuel Kiel. He provided her refuge and for the time being she and Anne are safe.

Reviewing Anne's Photograph

Young Anne is not pleasing to look at. However, a qualified physician or anyone succeeding in a Medicine roll can determine that she is not "mongoloid." She appears physically retarded in some fashion, but her condition is technically not what Quigley called it. This is the first clue into Quigley's incompetence as a physician and also subverts his story a bit.

If questioned about his statement, Quigley will quickly and effectively cover up his error. He will state that he is unsure as to what ails his daughter (a lie: he knows it is because she is a hu-ghoul and that she is not actually sick) and that what ails her is unclassified. This part is true: knowledge of genetics is still in its infancy in 1940. After apologizing for his misstatement, he will claim that he was just trying to speak in terms he thought the investigators would understand. This excuse is plausible and Quigley is smooth enough here that any Psychology rolls made on him at this point will not detect his fabrication.

Greenfield, Massachusetts

Greenfield is the largest town in Franklin county and has a population of approximately 15,500 at the time of this campaign. A modern community, it has regular passenger rail service, a hospital (Greenfield Memorial Hospital), a courthouse, and even a historical society. While there is no local police department, the county sheriff's department is headquartered here.

About the Sheriff

The Franklin County Sheriff's Department is a well-run organization led by Bill Taggert. Bill's background in law enforcement is a strong one. A veteran of the Great War where he served as a platoon sergeant in a line-infantry unit, he left military service shortly after the war to become a Boston police officer. After ten years there, he moved to Greenfield to become a deputy and was quickly promoted to the second highest rank within the department. In 1930, he was elected sheriff after the death of his predecessor (by heart attack).

Bill's training, education, and experience made him well-suited to the job. He is diligent and dedicated. Patrols in the county are thorough along all main county roads and in most communities. Main roads are patrolled by deputies in automobiles. More-remote areas get less attention, but when a crime is reported, the sheriff will give it the attention it warrants.

Sheriff Taggert works in concert with state police when necessary, but this is relatively rare. When a death is reported in his jurisdiction, the county coroner is summoned. In Franklin County, the coroner is appointed by the county's elected officials. Since 1928, this position has been filled by James Philpot, a mortician with the Grimes Funeral Home in Greenfield. Philpot is extremely hesitant to order autopsies, believing that family members do not want their loved ones "butchered" by pathologists. Only once in his tenure has he ordered autopsies and that was after a series of brutal murders in and around North Ashfield in 1932 (see the text of *Coming Full Circle* for details; otherwise ignore this fact). When autopsies are necessary, they are conducted at the Greenfield Memorial Hospital by Dr. Harold Rohrs. Although not a medical examiner, he is an adept surgeon and is reasonably well qualified to carry out autopsies.

Following the Trail

The investigators will almost certainly start by checking out Katharine Quigley's background and perhaps that of her husband as well. Potential sources and leads are covered in this section.

The Sheriff's Department

A logical early stop for the investigators, the sheriff's department will grant access to files only via a successful Persuade or Law roll. Dr. Quigley cannot successfully exert any influence though he can certainly try. However, if an investigator is a law enforcement officer or has some sort of position or connections that could help in gaining access, the Keeper may allow a bonus to the die roll or even make it an automatic success. Survivors of *Coming Full Circle* who have established a positive relationship with the department may have a large bonus to the roll. Unfortunately, little can be gained through this effort. A poorly written and sketchy report is on file concerning the Quigley case, but essentially it just says that an angry-looking Katharine Quigley and her daughter was last seen by several townspeople at Handsome's Café as she drove out of town in the family Buick (see Player Aid #7).

Interviewing the reporting deputy is a better option, more due to ease of access than to quality of information—he has nothing to say that isn't in his report, but if the investigators can't get access to the report then they can talk to him directly. Dr. Quigley can supply the deputy's name if asked, as can Sheriff Taggert. The deputy is Steven James, a five-year veteran of the department. Assuming the investigators appear to be normal-looking, reasonable people and don't fumble a Persuade roll, Deputy James will talk. Katharine Quigley was seen driving quickly out of town by several of the patrons of Handsome's Café, a local watering hole. They insisted that she looked as if she was extremely upset or irate. Her "butt ugly" child was with her and at this point, James may make some off-color remark concerning the little girl. He is obviously not a sterling example of Massachusetts law enforcement officers.

Handsome's Café

This center of social activity is essentially a glorified bar which sees the bulk of its business occur in the late afternoon and evening. Irwin Handsome, a balding and somewhat rotund gentleman, is the owner of the establishment and also tends bar. He will be polite and courteous to paying customers, but yahoos with a lot of questions are not welcome unless they buy a round or two of drinks or perhaps a meal. Troublemakers will find themselves probably heaved outside by Handsome's three gargantuan sons, Earl, Billy, and Wayne. Anyone who goes so far as to pull a weapon will find himself staring down the barrels of an elderly, but still very lethal, 10-gauge double-barrel shotgun that Irwin keeps under the bar. Irwin isn't afraid to use it, either.

Handsome's Café caters to some of the more base elements in town and on any given night there is a good chance for at least one brawl (succeed in a group Luck roll and this inconvenience does not crop up). However, for investigators with patience, they may run into one of the witnesses mentioned in Deputy James' report. A successful group Luck roll indicates that one or perhaps even two (if the roll was extraordinarily good) of them wander in sometime between 5:00 P.M. and 10:00 P.M. If a Persuade roll succeeds, a witness named Oliver Perkins may be convinced to talk. He of course must be treated to a couple of stiff drinks—after all, it's a matter of being "sociable." After some coaxing, the in-

vestigators can learn essentially what Deputy James said plus that a double barrel shotgun was seen propped on the back seat, partially covered by a blanket. Another potential witness, Larry Porthman, can echo Oliver's comments if he is encountered as well.

Neighbors

The investigators may choose to poke around Quigley's neighborhood and interview a few of their patron's neighbors. This will not please Franklin Quigley should he learn of it, but he will say nothing since he is powerless to stop it and to question it would only draw suspicion to himself. Neighbors will be hesitant to open up to strangers and the appropriate Persuade and/or Fast Talk rolls must be successful in order to get anywhere.

It can be learned that the Quigleys moved into the area about four years ago, when Anne was only just an infant. At least a few can say that the Quigleys are respectable folk, but a bit odd. Most attention is focused on their young daughter and at least one gossipy type named Almyra St. Johns implies that she is probably the result of inbreeding (not true, of course). Katharine was well-liked and it came as a shock to all that she suddenly left. Most see Dr. Quigley as being a decent enough follow, but a little too stuffy. What most won't say, unless a Persuade roll succeeds at twenty percent its normal chance, is that for the past several months the Quigleys have been having some very loud verbal arguments. The neighbors do not know whether or not the arguments had gotten to the physical level, since the shades were always drawn at night which is when most arguments occurred.

Newspapers

At present, Greenfield has only one daily newspaper. Formed in 1932 by the merger of the Greenfield *Daily Recorder* and the Greenfield *Gazette and Courier*, it is now called the Greenfield *Daily Recorder-Gazette*. Back issues of this paper and older Greenfield periodicals can be found in the historical society. Some stores in town do sell out-of-town newspapers, most commonly the Boston *Globe* and New York *Times*.

Unfortunately, the *Daily Recorder-Gazette* has not documented the Quigley case. It is of little importance and the police have taken steps to keep the (at least somewhat) respected Quigley name out of the spotlight. Any research conducted in this area turns up nothing of use.

The Train Station

Sadly, this is a dead end. The description of Katharine and Anne is quite unique and most questioned here either know them or state they would remember such a pair. At the ticket office, there is no record of Katharine purchasing tickets and no witness who saw them in the station. After searching here, the investigators should conclude that she did indeed drive out of town and did not seek to escape by train. As a side note, the Greenfield train station is not large and is rarely busy. The Keeper should make this fact clear so the investigators understand that station personnel are probably right when they say Katharine and Anne weren't here.

Katharine's Background

Born Katharine Maria Durham twenty-eight years ago in Worcester, Massachusetts, she fell in love with and married Charles Duckett when she was nineteen (in 1931). He was killed in a tragic automobile accident less than a year later and Katharine was forced to sell what little she owned to pay debts and bury her husband. His death is documented in obituaries that can be found in Worcester newspapers, but is not documented outside of that city.

After her husband's affairs were settled, she got a job as a receptionist in a doctor's office in order to pay the bills. She soon met Dr. Franklin Quigley, an associate of her employer, Dr. Victor Purvis. Just before her twenty-fourth birthday, they were married and within a year, Anne Quigley was born. None of this information is available to the investigators early on, but can be learned in the event one of Katharine's relatives is ever tracked down. Franklin Quigley can also provide this information, but will not volunteer it since it does not seem relevant to the case at hand.

The investigators' best bet is to track down a longtime friend or relative of Katharine's. Quigley can assist in this by providing Katharine's address book, as he does at the initial meeting with the investigators. The book is a small, looseleaf notebook containing one name and address per page. On a typical page will be the person's name, address, telephone number, and a few notes on who they are. One dozen names are contained within, most of which are mundane (neighbors, dentist, relatives, *etc.*). Most notably, there are no "strangers" in the book, at least according to Quigley. Five relatives are listed and none of these live in Greenfield. A Keeper's version of the entries is listed at the top of the next page and they are in the order in which they appear in the player aid; the address book in its entirety is provided as Player Aid #1.

The only relatives of Katharine's with phone numbers are John & Arabella Durham and Richard Mullin. No one in the Durham household answers the telephone since they are currently enjoying a vacation in Michigan. Mullin does answer, however, but only if the call comes after 7:00 P.M. He works on a construction site from 7:00 A.M. to 6:00 P.M. He is a temperamental sort, however, and will refuse to answer questions regardless of what story the investigators trot out. Visiting him won't help matters and could result in a loud verbal exchange.

Katharine's Addresses

Name	Address	City, State	Relationship
*Richard Tompkins	333 Locust Street	Greenfield, Massachusetts	neighbor
*Fred & Almyra St. Johns	339 Locust Street	Greenfield, Massachusetts	neighbors
*Richard Mullin	445 Gateway Street	Philadelphia, Pennsylvania	cousin
Emmanuel Kiel	Rural Route BB	Phillipston, Massachusetts	uncle
*John Allan & Arabella Durham	5050 Pinewood Blvd.	Boston, Massachusetts	uncle & aunt
Morton & Elizabeth Follows	334 Locust Street	Greenfield, Massachusetts	neighbors
*Harold Maxwell, DDS	101 Broadway	Greenfield, Massachusetts	dentist
Uma Stansfield	330 Locust Street	Greenfield, Massachusetts	neighbor
Matthew Early	1221 Richmond Street, Apt. C	Worcester, Massachusetts	cousin
*Brian & Martha Byrd	342 Locust Street	Greenfield, Massachusetts	neighbors
*Smith's Market	210 Broadway	Greenfield, Massachusetts	n/a
*Franklin County Sheriff's Dept.	n/a	Greenfield, Massachusetts	n/a

* *Includes a telephone number.*

Contacting Matthew Early

Though technically Katharine's uncle Emmanuel Kiel is closer, her cousin Matthew Early is the easiest to visit since it is a small matter to take a train to Worcester. He is not difficult to find. When not at work in the main branch of the Worcester Public Library, he is usually at his apartment. Unfortunately, he is living in squalor since his meager pay can barely afford to pay rent and put food on the table for his three children. A widower, Matthew manages to stay one step ahead of bill collectors. His eldest daughter, Carolyn, now serves as mother to the other two despite her being only ten years old. While his family is suffering through all sorts of hardships, Matthew maintains an excellent attitude and he will politely admit normal-looking callers as long as they mention Katharine's name. Investigators entering the two-room apartment may be shocked by the conditions the Earlys are living in. While clean, the apartment is bare and worn and only a few basic furnishings and belongings are in evidence. They will nevertheless be invited to have a seat and join the clan in having some tea.

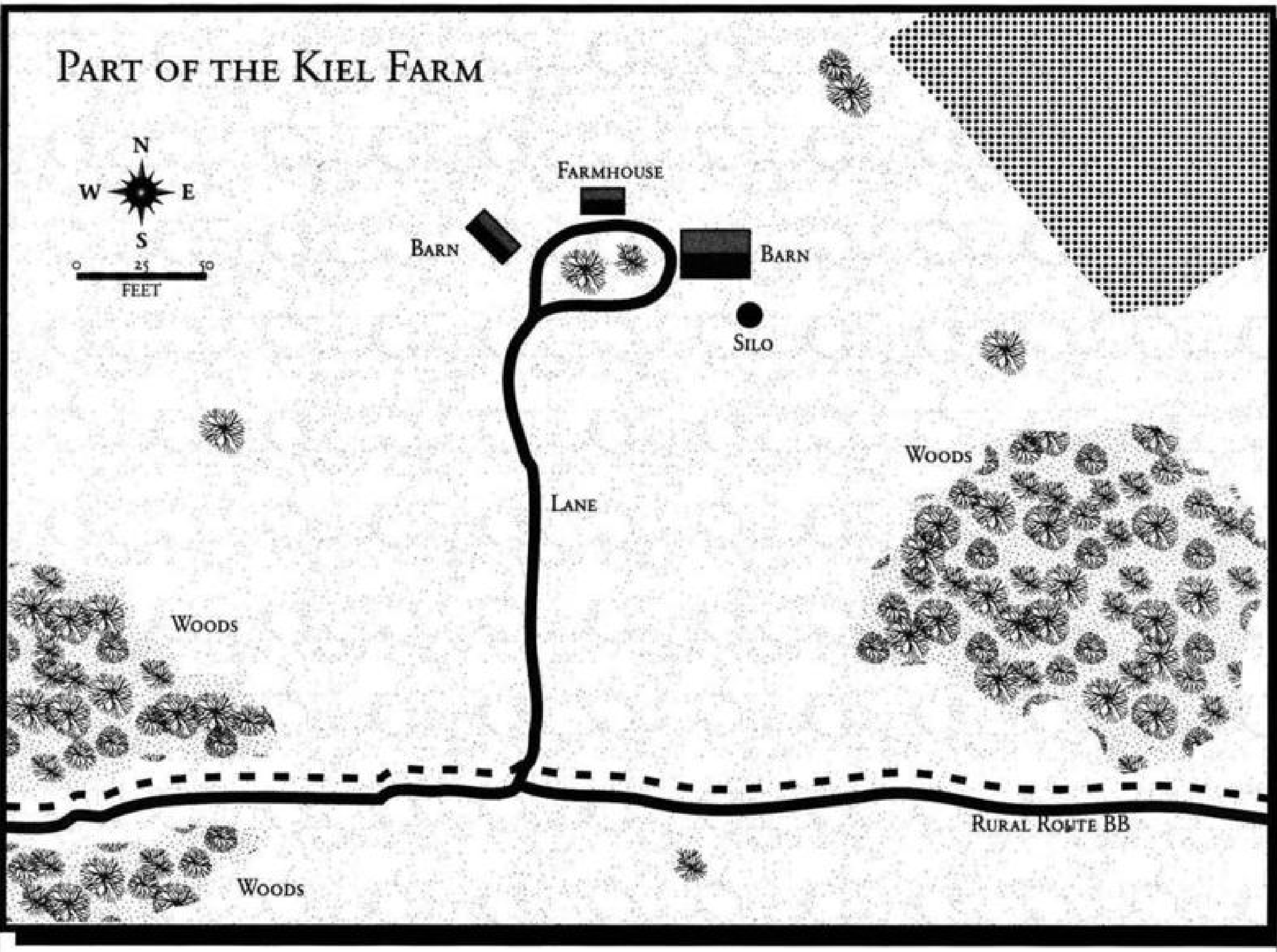
It soon becomes apparent that Early suffers from some sort of physical ailment since he has a pronounced limp. This was due to a farm accident early in life that resulted in a horribly crushed and mangled right leg. The only job he has been able to hold onto has been as a librarian and he has been fortunate that Carolyn is able to help with the two youngest children, Michael, age 6, and Angela, age 3. Not being one to beat around the bush, Matthew will ask the investigators what they want if they don't immediately announce their business. If it appears that they intend no harm toward Katharine, he can be very talkative. Conversely, abrasive or menacing investigators will get little from him beyond superficial facts. Ultimately, he wants what is best for Katharine and if he is (or can be) convinced that whatever the investigators are doing is best for her, then he will cooperate fully. Otherwise, he will clam up.

He can say little that the investigators don't already know about Katharine. What is new is that he can tell them she is a devout Roman-Catholic who attended church regularly in the years before her first marriage. Her first husband was Methodist and his influence inhibited her church attendance. Matthew has never met Franklin Quigley and hasn't seen Katharine in five years or so. They have written each other every so often and what is clear to him through her letters is that she was not thrilled with her marriage though she dearly loved her daughter. Most recently, there seemed to be additional strain in the marriage, but Katharine made no mention of any intent to leave Quigley. He has kept none of these letters. Matthew is not aware of Anne's condition and has never seen her; Katharine has never sent a photo.

If the investigators ask about Emmanuel Kiel, he can say that Kiel is a reclusive sort who owns a small farm near Phillipston, Massachusetts. Katharine was always Emmanuel's favorite niece though Matthew always found him to be rather cold and unfriendly. He knows where Kiel lives, but cannot afford to leave work or his children to guide the investigators. More importantly, it is unlikely he would do so even if he were wealthy since he has no reason to trust them (however, the Keeper might allow especially persuasive investigators a chance to get Matthew to go to the farm as an intermediary; if successful, this could prevent a lot of headaches).

Contacting Emmanuel Kiel

If they haven't already attempted to do so, the investigators' next logical step is to drive to Emmanuel Kiel's farm. Phillipston is a small town of nine hundred people in the western portion of Worcester County (see map, p. 26). The only way to get to it is by poor country roads. After struggling through the inevitable morass of mud and potholes, Phillipston is reached.



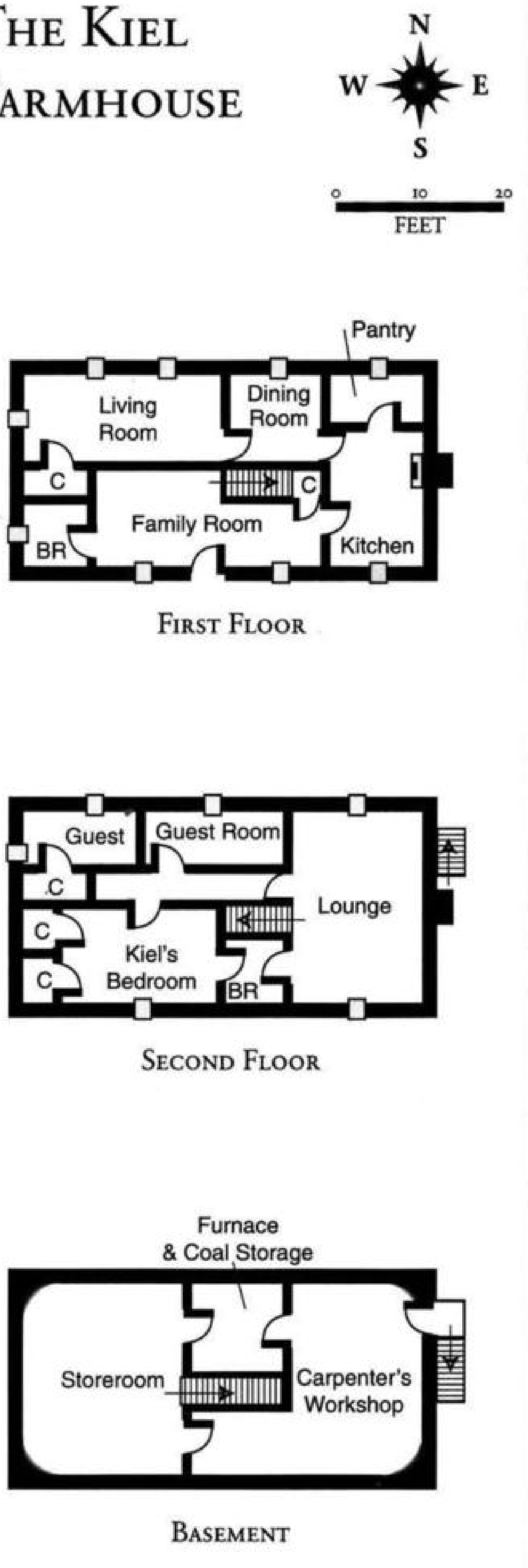
The town has a population of a few hundred and is little more than a fuel station/market, a small café, and a cluster of homes. Only one thing of value other than the exact location of Kiel's farm can be learned here: a "fine-lookin' car" was seen driving through "a while back" and this is unusual since quality, high-priced automobiles are not a common sight in this area. (This, of course, was Katharine Quigley.) Kiel's reputation is that he is an irascible hermit type who minds his own business and discourages any intrusion into his privacy. No one bothers him and he is seen in town only occasionally, usually when he picks up groceries, mail, and supplies. He has no close friends and isolates himself from local society. A few believe he is or once was a moonshiner, but there seems to be no evidence to support this. If it becomes clear that the group is heading to his place, most townsfolk will caution them to be careful: Kiel is known to shoot at trespassers.

The image given by townspeople of Kiel is right on the mark. He is a loner and is very moody. His only companions are his dogs. Visitors are not welcomed except for known family members and uniformed police or government officials. About the only thing he does respect is family and government. Otherwise, he finds strangers, including his neighbors, to be an annoyance and bother. Salesmen are especially hated. In some ways, he is paranoid. He feels people are out to get him though he really has no concrete evidence to back this up (a trait he shares with his niece). Katharine's recent arrival has shaken up his egocentric world and brought into it a ray of sunshine: human companionship. This gruff old farmer always adored Katharine and her arrival was a welcome change to the lonely life he was leading. Anne, too, despite her appearance, has been welcomed and Kiel is now to the point of fanaticism when it comes to their safety and well-being. Katharine shared her entire story with Kiel and, as improbable as it sounded, he accepted it *in toto*: his niece can do no wrong.

By the time the investigators arrive here, Katharine has likely been hiding out for only a matter of days or perhaps a week or two. Only now is she considering her next move. Kiel wants her to stay, but she is more inclined to move on. No decision has been made yet so for the time being, she is just helping around the house. If she stays, she would presumably be an extra set of much-needed hands on the farm.

Kiel's farm is located north of town on Rural Route BB. It is four hundred acres and is surrounded by a poorly maintained split-rail fence. A dirt track runs from the county road

THE KIEL FARMHOUSE



to a cluster of buildings. Notably absent is a mailbox; he receives what little mail is sent to him at a post office box in town. The farm has an old grain silo, two deteriorating barns, and a farmhouse, only the latter of which sees any real use. Strangely enough, the only things that seem to be in good repair are the crudely painted "Trespassers Will Be Shot" and "Beware of Rabid Guard Dog" signs that decorate trees and fenceposts all over the property. These signs are no bluff, except that none of the dogs are rabid (Kiel merely has a morbid sense of humor).

As promised, a veritable *pack* of large, mangy, mongrel dogs roams the farm and they will happily tear apart anyone who crosses the fenceline. Worse, once on the trail, they will chase their quarry off the property and continue until they have won the race or the intended victim(s) escapes. These eight dogs will only listen to the commands of Emmanuel Kiel. They have been taught to accept Katharine and Anne, and will not threaten them.

Kiel will not greet strangers kindly if he sees them. Unless the investigators approach openly and use the driveway, Kiel will consider it to be open season on them and will proceed to blast away at them with highly accurate and lethal gunfire. If he is in a humorous mood (Keeper's discretion), he may load his shotgun with rock salt instead of buckshot in order to cause extremely painful, burning wounds.

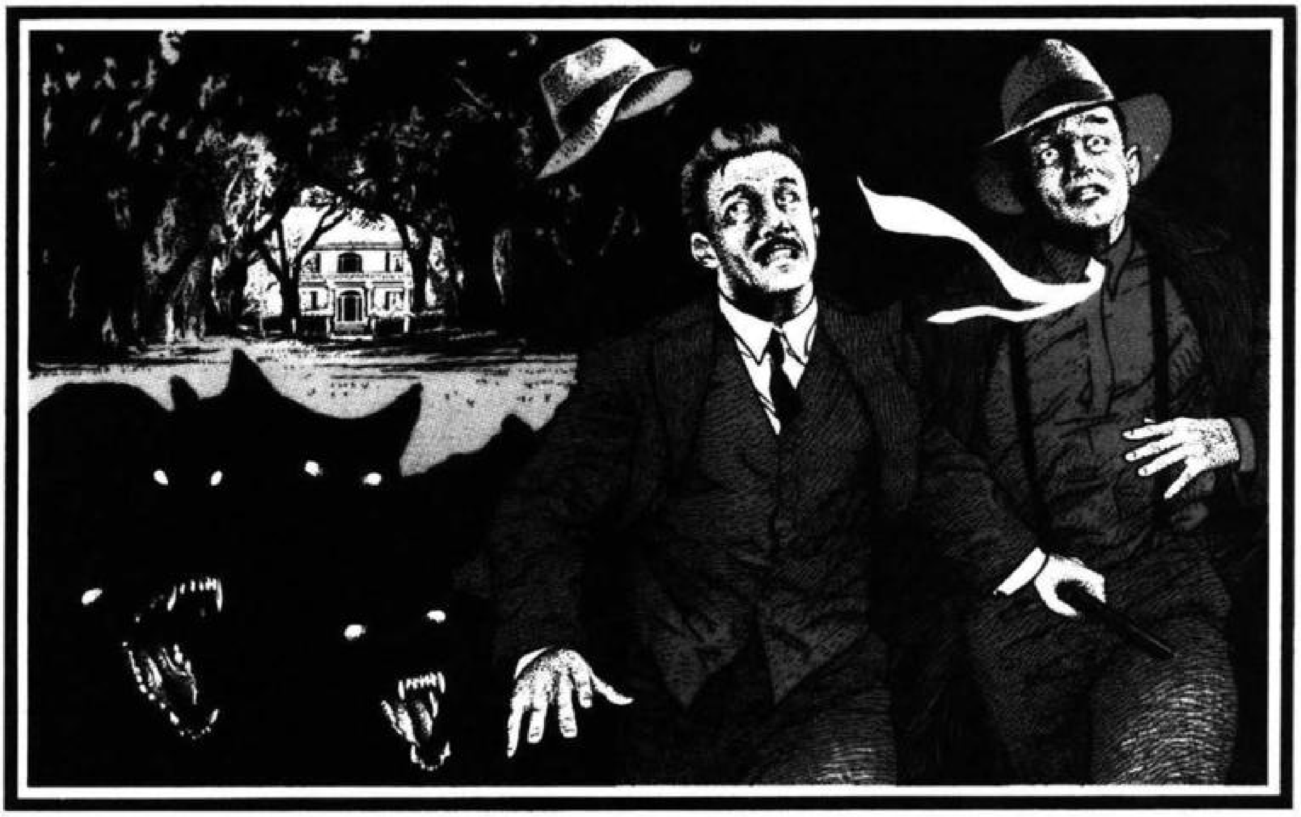
Option #1: Approach Openly

Those who come down the driveway will be "greeted" from the front porch by Kiel and roughly ordered to get off his land. (Katharine and Anne will stay unseen within the house.) Unless the group has a really good story and succeeds in a Fast Talk roll at twenty percent of the normal chance, they had better do as he says without hesitating. Emmanuel does not usually believe in warning shots. A successful Psychology roll made during an encounter with Kiel reveals he means what he says and will almost assuredly carry out his threats. Note that he will not fire on women, children, or relatives, so bringing along a female investigator or Matthew Early and his kids may lead to some sort of discussion with this crotchety farmer.

Anyone openly coming onto or crossing his property when not on the driveway will quickly draw gunfire. This will likely be preceded by a brief yell like "git off me land!" The first shot might be a warning shot (Keeper's discretion). Unless the trespassers retreat *immediately*, all further shots will be aimed to kill. Fortunately for his target(s), he is using a shotgun which is ineffective beyond one hundred yards and only marginally effective beyond fifty yards.

Note that if a blazing gunfight breaks out on the farm, there are no nearby neighbors who will take notice. Gunfire is a common occurrence at the Kiel Farm; he likes target practice. However, if the gunfire is persistent or the Keeper otherwise thinks neighbors might notice, a group Luck roll

Mister Kiel's dogs.



might be appropriate to see if they act. If they do, it will be to summon the sheriff. Knowing Kiel's mean side, none will be brave (ahem, foolish) enough to actually come to the scene personally. Note that for someone to get the sheriff, it requires him or her to walk, ride, or drive to town where the nearest working telephone is. Once the call is placed, it could easily take a deputy an hour or more to actually get to the farm (it takes time to contact a deputy and then get him to negotiate the poor roads to the farm).

Option #2: Sneak Onto the Farm

This is difficult. Kiel is reasonably vigilant and Katharine is an extra set of eyes. Though not nearly as observant, she might nevertheless spot intruders if she is on the lookout. The greatest danger is posed by the dogs. They are always on the loose and have the advantage of superior senses of hearing and smell in addition to good eyesight. The dogs are virtually impossible to avoid so must be quietly subdued or eliminated if there is to be any reasonable chance of slipping onto the farm unnoticed. In the event they are dealt with (perhaps with poisoned meat or silent weapons), the group has only a limited time (perhaps affected by the result of a group Luck roll) to act before Kiel notices his dogs are missing. The best bet is one already alluded to–the dogs will chase their quarry off the property. If they can be induced into a chase without Kiel knowing, they can be killed or detained off the property with little muss and fuss. Once they are disposed of, the group can approach the house unmolested as long as they do so before Kiel notices his dogs' absence.

Note that at the Keeper's discretion, there may be one or two times each day when the dogs are distracted: feeding

Rock Salt Ammunition

Some enterprising individuals are known to handload shotgun ammunition with rock salt in order to inflict aggravating, painful, but generally nonlethal injuries on targets. Damage inflicted is half that normally inflicted by the weapon in question, but the target must succeed in a CONx5 roll in order to avoid being incapacitated by the excruciating burning sensation. This CONx5 roll must be attempted every round after the target is struck until one succeeds. After that, the wound continues to be very painful and annoying, though successful treatment (via a First Aid or Medicine roll) will alleviate much of the pain.

A person incapacitated by a hit with rock salt may still take action (Keeper discretion), but coherent thought is extremely difficult if not virtually impossible. Victims who are intoxicated or under the influence of certain drugs may not be as susceptible to this ammunition as those who are sober.

time, when Kiel comes out and whistles for the pack. He places several large bowls of meat scraps out for the dogs who then descend on them and have a feeding frenzy. Lasting a mere five to ten minutes, it may be sufficient time for subtle intruders to move onto the land and perhaps into a better position to observe or infiltrate the buildings. Once they finish eating, the dogs will resume their normal activities which could easily lead to them discovering the investigators.

Aside from meal time, the dogs freely roam the property. At night, they usually keep close to the buildings. During the day, they may move further afield (remember that the farm encompasses four hundred acres), but any unusual activity at the house might be detected by these sharp-eared canines.

If the group is detected, Kiel will react violently and will use maximum force to eject the intruders from his property. Once entrenched, he will be tough to defeat without at least some loss or injury to the group. Since he has no telephone and cannot call the sheriff, any action he takes will be personal.

If the group is undetected when they intrude on the property (*i.e.* they dispose of the dogs quietly), more can be learned. Listening at or looking into a window can reveal that Katharine and Anne are in the house. Katharine at this point is almost as dangerous as Emmanuel and, like her uncle, she is constantly armed. While no clues can be earned by listening at a window, it is evident she has come to Emmanuel for refuge. The reasons are not apparent. Of course, managing to listen at a window for any length of time is almost impossible if the dogs are still about.

Those who manage to search the farm can learn some important things. One of the disused barns contains Katharine's Buick. Reasonably fresh tire tracks belonging to this vehicle can be found on the driveway and since no automobile is in evidence, it seems logical to search the barn, the one place a motor vehicle could be concealed. There is one set of tire marks only. A successful Track or Idea roll reveals these tracks enter the driveway and there are none leaving.

Keeper's note: tactically, the investigators have a few potential advantages as long as the dogs are overcome. They may (should) have the element of surprise and probably outnumber the farm's occupants as well. In addition, observant investigators will note that the east side of the farmhouse has no windows. Approaching from that direction means that anyone who is inside cannot possibly see intruders. Furthermore, an exterior entrance to the basement is in the foundation on the east side. Though padlocked, it can potentially provide one way of entering the house unnoticed. The padlock is easy to pick (+20% to any Locksmith skill attempts as long as the investigator has the proper tools and has a skill level of 25% or greater). The STR 14 door can also be forced with a crowbar as long as the intruder can win a STR versus STR contest on the Resistance Table. Prying the lock can be done quietly if a DEXx4 roll succeeds after the roll on the Resistance Table is made. Otherwise, noise is made and may be heard by the occupants of the house–make Listen rolls for them to see if they notice.

Option #3: Call in the Sheriff

Calling in law enforcement may be the easiest and safest option to exercise. There is nothing that says the investigators cannot do this. After all, they are on what appears to be a legitimate case and are working on behalf of a respected member of Greenfield society. Observation of the Kiel farm from a distance should reveal the dogs and an actual open confrontation (hopefully one that is merely verbal) may convince them that Kiel is hiding Katharine in his house or barn.

Sheriff Horace Goodacre is in command of the Worcester County Sheriff's Department (WCSD) and has a sizable pool of manpower at his disposal. Gaining his assistance requires that the investigators contact him at the WCSD's headquarters in the city of Worcester. His primary duties are to patrol rural areas and he is pretty good at patrolling towns that do not possess their own local police forces (like Phillipston). Convincing Sheriff Goodacre to act should be relatively easy. A telephone call and/or letter solicited from Franklin Quigley combined with their own testimony should convince him to send a few deputies out to the Kiel farm (the Keeper may call for a Persuade roll here). Presumably, all they are going there to do is to check to see if Katharine is there. If she is, Goodacre's orders are for his deputies to take her and her daughter into custody until all of the legal red tape is worked out.

If deputies do respond, the investigators may very well be permitted to accompany them if they ask (or if the Keeper wants the deputies to request it). Despite any warnings the PCs might give, the deputies will approach the farm openly by driving up the driveway to the farmhouse in their marked vehicles. The dogs will bark and snarl, but Emmanuel will come outside and order them into the house. Under no circumstances will he fire on the deputies unless they shoot first. Since they have no intention of doing so, there is virtually no chance of an armed confrontation. Kiel respects the law and has no reason at this point to distrust the sheriff's department (to this end, he will brandish no weapons while the deputies are present).

Once the deputies are here, the situation can be guided by the investigators. Otherwise, the deputies will simply ask if Katharine Quigley is present. Though Kiel might initially deny her presence, one snooping deputy will find her car in the barn. More pointed questioning will get Kiel to admit she is here. If they ask to search the farm, Kiel will not refuse any such request. In mere moments, Katharine and Anne will be brought from the house. Katharine will be screaming, Anne will be confused, and Emmanuel will be livid. Unfortu-

nately, he is helpless to do anything. To put up a fight would endanger Katharine and Anne. However, never again will he trust the police or government even though the deputies were simply doing their jobs.

At this point, the deputies will completely take over the case unless the investigators exert some pressure immediately. If left alone, the deputies will arrest Katharine and take Anne into protective custody. Both are taken to Worcester where Katharine is jailed pending a hearing on her charges. At the very least, she will be charged with child endangerment. Quigley could potentially file larceny charges (the cash, shotgun, and automobile technically all belonged to him) in order to keep her in jail (Keeper's discretion). Quigley is called to collect Anne, which he does within twenty-four hours. Criminal charges are eventually dropped, but only after he has Katharine committed to an asylum. This is easy enough to do. In her excitement, she lets slip some mention of her husband being a demon. This is more than enough to get her a lovely padded cell in one of Massachusetts' fine and restful mental institutions. Failing this, Quigley can arrange for her to conveniently disappear shortly after her release, courtesy of his ghoulish brethren.

However, the investigators have a few options that can prevent the events of the previous paragraph from occurring during the confrontation at the Kiel farm. First off, as Katharine is disarmed, handcuffed, and placed into the back of a police car, she will beg to speak with an investigator. The deputies will be willing to allow this so it is actually up to the investigator to allow her to talk. She will quietly spill her whole story to him or her on the off chance that the person might be sympathetic to her plight. What she says is up to the Keeper, but everything she says should be the truth as she understands it. A successful Psychology roll will reveal that she believes everything she is saying and that though frightened and *perhaps* somewhat irrational, she is not insane. Whether they act on her words is up to the individual group.

Whether or not she talks, the group can attempt to quickly gain custody of Katharine and Anne in the name of Franklin Quigley and perhaps even the Franklin County Sheriff. This is not easy and requires the group's representative to succeed in a Fast Talk roll. If successful, the poorly trained deputy has a lapse of judgement and releases the two into the custody of the investigators. Once in their custody, she will probably spill her entire story in the hope that this might save her from her husband.

Failing all of the above, the group still has the option of interviewing Katharine while she is in jail. Anne will be out of their reach once Franklin picks her up, so if they decide to believe Katharine (or at least give her the benefit of the doubt), the scenario becomes a greater challenge. At this point, not only must they prove Franklin is the true villain and then deal with him, but they must rescue Anne and safeguard her from harm.

Keeper's note: the Kiel farm is designed to be a great challenge and obstacle to the investigators. Different groups may handle it in radically different ways. Some may be satisfied with observing the farm and confirming that Katharine is present. Once the confirmation is made, they may simply report this to Quigley or Sheriff Goodacre, collect their pay, and go on about their lives. Groups who consist of characters that want to take positive and decisive action may infiltrate the farm. This is dangerous because of the dogs and Kiel and the casualty rate may get quite high. On the other hand, the group may be able to contact Katharine and have an opportunity to hear her story and make up their own minds about who is the true villain. Others may walk up the driveway openly (hopefully with Matthew Early or a female investigator) and thus be able to confront Katharine and Kiel in a relatively safe manner. This approach could lead to the opening of some sort of dialogue and eventually a peaceful resolution to the problems at hand. Regardless, this scene should not be an easy one to negotiate and the Keeper should feel free to make it tough (but hopefully not too tough) for the investigators.

Note that if the players are inexperienced, it may be advisable to give them a break here. It is reasonable to believe that Katharine, in her current state of mind, will make mistakes. She might go outside to do chores or even go for a quiet walk to collect herself. In the process, she may wander a bit too close to the property line, giving investigators lurking nearby an opportunity to grab her or contact her; see the next section for details on such a meeting.

Confronting Katharine

Somewhere along the way, the investigators may be able to confront and question Katharine Quigley when she is in a position to flee or defend herself. The initial meeting will almost assuredly be a tense one since she greatly fears pursuit and detection and is likely to pull a weapon and/or flee if approached by strangers. Assuming the initial encounter doesn't degrade into a gunfight, Katharine will try to avoid the investigators' questions and will depart quickly, asking Emmanuel for assistance, if possible. However, if they say they are investigating her husband and can succeed in a Persuade or Fast Talk roll at fifty percent of the normal chance (full chance if they have law enforcement identification), Katharine can be convinced to talk. She will be relieved to spill her story since it has been pent up for days or weeks.

Being reasonably intelligent, she is aware her story is unbelievable and will not be upset if the investigators are skeptical, but she will ask them to at least give her the benefit of the doubt and check the story out. Katharine's main concern is to keep Anne safe. If the investigators look reasonably normal and trustworthy, they may meet Anne, but any off-color comments concerning her appearance will result in Katharine tossing them outside and threatening them with bodily harm.

If the investigators get information from her, but fail to earn her complete trust and confidence, Katharine will flee the area at first opportunity. With her will be Anne and enough cash and belongings to start their lives anew elsewhere. Emmanuel will stay behind to serve as a distraction. He will have no knowledge of where his favorite niece goes.

Katharine's first stop will be Philadelphia. There, she will sell the car and board a train bound for any large North American city that is at least four or five states away (Keeper's choice; she is effectively escaping the investigators permanently). They will travel under assumed names and will change identities again when they arrive at their eventual destination.

On the other hand, if the investigators earn and maintain Katharine's trust, she can provide personal information about Quigley and can even sketch a diagram of the family home. If they can confirm the death or incarceration of her ghoulish husband, she will be greatly relieved and will return home. Her assistance in the aftermath of *Kith and Kin* may be very helpful in the early stages of *Provender of the God.*

Woodson Barlow

Woodson Barlow is an influential member of Greenfield society who may be acquainted with the investigators if they are survivors of *Coming Full Circle*. In that campaign, Woodson was the father of Nan Barlow, a college student who disappeared in the rural town of Whitewood, thus precipitating the scenario entitled *The Whitewood Horror*.

If the result of that scenario was agreeable to Barlow, he may be a source of assistance during the course of *The Realm of Shadows*. Alternately, if he has some reason to hold a grudge against the investigators, he may prove to be an annoying hindrance if he learns that they are active in Greenfield.

Woodson Barlow is a successful businessman who survived the Great Depression and is now among the most prominent of Greenfield's elite. In demeanor, he is totally courteous and professional while his appearance is that of a stern, yet immaculately groomed gentleman of means. Old newspaper stories document his life well. He owns a fair amount of land in the county, both agricultural and commercial. His active investment in stock of certain Hollywood film companies that survived the Depression ensured his financial survival. A thriving string of general stores belonging to Barlow can be found scattered in Massachusetts and Connecticut. He owns one such store in Greenfield and another in nearby North Ashfield.

A supremely honest man, he detests people who aren't and has a very strict sense of honor and ethics. He is the kind of man who does business on a handshake. If he feels that he cannot do business on this basis with someone, he won't do business at all.

One unusual quirk about him is that he is superstitious and has a strong belief in the supernatural. He is willing to accept supernatural explanations from people he deems trustworthy as long as the stories given aren't *too* outlandish.

Barlow's effect on this campaign can be profound or minor, as the Keeper wishes. As a friend, he can bankroll the investigators and exert political and social influence both with the sheriff's department and the mayor's office. As an opponent, he can use the same assets and influences to hinder the investigators. Sheriff Taggert, for example, will place much stock in what Woodson Barlow has to say. If Barlow exhibits a dislike for the investigators, they may find their lives subtly transformed into a legal nightmare: parking tickets, room searches, and police interrogations are only some examples. Note that Sheriff Taggert will do nothing grossly illegal against the investigators on Barlow's word. So, while he may have them hauled in for questioning on trumped-up charges, he won't hold them for more than a day and certainly won't employ any physical abuse or even the threat of abuse.

Barlow as an Employer, an option

The Keeper can take the relationship the investigators have with Barlow and exploit it to a great degree. Alternately, some other wealthy patron (perhaps from the group's past) may, for any of a variety of reasons, present him/herself to the group. There is one excellent reason for this: motivation. If needed, Barlow can have it in spades–and in turn provide it to the investigators.

Some investigators may need additional motivation to act in *Provender of the God*, more than what is given in the main body of the text. While some will find the mystery and perceived dangers ample reason to act, others may simply find this to be reason to flee or let the authorities handle the case. Barlow is a resource for the Keeper that provides an element of motivation that may otherwise be lacking.

continued on next page

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Remember, he is a wealthy man with a superstitious streak. Further, investigators who are survivors of *Coming Full Circle* may have a strong relationship established with him already, adding to the potential of their working for him. Once *Provender of the God* has developed somewhat, or if *Kith and Kin* ended with the authorities seeing Quigley's true form, Barlow may begin to learn of the group's activities from the sheriff, through contacts in the business and political community, or even through rumors. Regardless, if he legitimately believes that ghouls or some other supernatural threat is at large in Greenfield or Franklin County, he may offer to bankroll the investigators' efforts. This is much more likely if he believes that the graves of his family members have been violated.

If for any reason Barlow suspects that his wife's grave has been plundered, he may go to the extreme step of having it exhumed. His wife, Marianne, died in 1933 of breast cancer and was buried in the family plot at Holcroft Cemetery. A more recent grave is next to Marianne's and is that of their niece, Nan, who was murdered (during the course of *Coming Full Circle*) in 1935. No remains were recovered so Nan's grave is empty. Barlow is no fool. Once he makes up his mind to exhume Marianne's grave, he tells no one. He simply shows up at the cemetery one morning with a bundle of cash and pays the staff an ample sum to disinter Marianne's casket. Once done, he is shocked to find the coffin to be long since smashed and emptied. After a grief-induced tantrum, Barlow stalks off to recruit the investigators (and possibly the sheriff) to take on those who are despoiling graves. From this point onward, he becomes a staunch ally of the group unless unusual circumstances develop that somehow turn him against them. Though he is probably unlikely to take a direct part in the action, he can stir things up behind the scenes by exerting political and social influence on stubborn bureaucrats, hiring attorneys to help out jailed investigators, paying for vital supplies, and so on.

At the end of the scenario, when it becomes evident that the threat still exists overseas, he will happily provide encouragement and funds for the group to continue pursuing the ghoul-cult who desecrated the grave of his dear Marianne. If for no other reason, the investigators might continue simply because they are offered a large reward to proceed with their activities. Statistics for Barlow are given in the NPC section of *Provender of the God* on p. 97.

Stage II: Retribution

Up to this point, the investigators have probably been working on Franklin Quigley's behalf. Only now might they realize either that they are dupes or that something is awry. Stage II is where they may learn fully what is really going on with their employer and then react accordingly.

Taking on the Villain

If all goes well, the investigators will begin to suspect Franklin Quigley of wrongdoing sometime during the scenario. This section covers that possibility.

Checking Out Franklin Quigley

The investigators are bound to look into the background of their employer sooner or later. When Quigley assumed human form, he was fortunate enough to consume the likeness of an unemployed hobo who was not missed. His occult benefactor, Ezekial Apcott, provided him with knowledge and learning in addition to the spells he possesses. Apcott was the main villain in the Pagan Publishing campaign *Coming Full Circle* who was (probably) unleashed on the world in 1929. As he thrived during the decade spanned by that campaign, he made numerous connections and friends. Among these were many ghouls throughout New England, including Quigley. Apcott helped Quigley achieve what he most wanted: to quietly enter the human world and discover a new life.

Keeper's note: if Apcott was not released in the first scenario of Coming Full Circle, *then assume that Quigley had some other mysterious benefactor.*

Quigley's entry into the human world occurred in Boston in October of 1934. Once he adjusted to his new environment, he moved to Worcester where he set himself up as a doctor, using the name Franklin Quigley. He is not a good doctor, however, since he has had no formal schooling and all he knows comes from some medical books he has read. His practice has catered to the poorer elements in the communities he has lived in–Worcester, and later Greenfield–and these folk have not complained despite some questionable procedures carried out. If authorities ever find that he has no proper medical credentials, he is in big trouble.

More importantly, no documentation on Quigley can be found prior to five years ago. His earliest residence was in Worcester and before that, there is nothing on him. Everything is lacking: birth certificate, college degree, medical certification, high school yearbook, tax records, addresses, military record, *etc.* A medical diploma from the University of Connecticut School of Medicine hangs on a wall in his office, but this is a fake document. If asked about this school by anyone who knows anything about it, he will only be able to answer the most general of questions. All he knows about it is what he read in some newspapers and the school's catalog.

Lack of documented history can be explained in a number of ways. He could be from outside of Massachusetts or even from outside the country or perhaps he changed his name for personal reasons years ago. Regardless, this is suspicious.

One potential source of information on Quigley is Dr. Victor Purvis, the man responsible for his early training. The group may learn of him by seeing his photo in the lounge of Quigley's office, from Quigley himself during conversation, from Quigley's address book, or from the medical community in Greenfield (Greenfield doctors know of Purvis and can direct people to Worcester where he can be easily tracked down via the telephone book). Purvis still has his Worcester practice, though medical professionals in the area have a generally low opinion of his ability. If questioned, he remembers Quigley as a "nice enough kid" but Purvis' own incompetence and lack of powers of observation resulted in his unqualified protégé obtaining rudimentary medical knowledge swiftly.

Quigley's Greenfield medical practice now caters to the middle class. With experience from his Worcester practice, he is actually almost competent in some areas of medicine. Simple procedures and diagnoses are well within his capability. He usually knows when he is over his head and will not hesitate to refer cases to other doctors if it won't look too suspicious. Patients like him because he is handsome and charming. Outside the office, his demeanor is much more stiff and stuffy, thus neighbors have no real affinity for him. His nurse, Harriet Porter, has worked for him since his arrival in town and though she doesn't associate with him after business hours, she does like him and will not say anything against him. Further, she hates gossip and conjecture and she will not bad-mouth her boss without strong reason. If she is confronted with information incriminating to Quigley or is otherwise persuaded to talk (again, requiring a successful Persuade roll), she can say he is a poor doctor. He refers too many simple cases to other physicians and lacks skills that some first year medical students have. She cannot account for this, but believes it has something to do with personal problems at home, perhaps involving his daughter. It hasn't yet occurred to her that he is a quack. Sadly, she, too, is not a particularly good nurse, but is at least a passable member of her profession.

Within Greenfield's medical community, Harriet Porter's opinion will be echoed. Dr. Rohrs is the chief surgeon at the Greenfield Memorial Hospital and is also on call as the county's pathologist. Survivors of *Coming Full Circle* may have encountered him and may even have some sort of relationship already established. If this relationship is strong, he may confide his opinion of Franklin Quigley to the investigators. Otherwise, he will say nothing unless a questioner succeeds in rolling under twenty percent of his or her Persuade skill. The other three doctors in town, including the dentist with whom Quigley shares an office (Harold Maxwell, DDS) will also withhold their opinions, not wanting to unfairly malign the name of a colleague. Again, only if an investigator can succeed in a Persuade roll at twenty percent of the normal chance will any information be forthcoming. All any doctor will say, including Dr. Rohrs, is that Quigley seems to be a poor representative of his profession. He lacks many basic skills and often refers simple cases to other doctors without adequate explanation. Were it not for the fact that he is good with patients and charges low fees, he would probably not be practicing in this town. Though he probably won't say it, Dr. Rohrs has been waiting for an excuse to legally crush Quigley's medical career. If the group can gather even a modicum of evidence against Quigley (such as proving that his medical degree is a fake–easily done simply by checking at the University of Connecticut; it has never occurred to Dr. Rohrs that Quigley could be *that* much of a quack), Dr. Rohrs can be a valuable ally against Quigley.

Confronting Franklin Quigley

Any questioning of Quigley that makes him think that the investigators are onto him will make him extremely apprehensive. If he deems it appropriate, he will take violent measures to eliminate them. While this may result in his identity being revealed, he is not too concerned about this since he can just leave town, use Consume Likeness again, and set up shop elsewhere. He will only want to make sure that he leaves no loose ends behind (*i.e.* no surviving investigators that know too much). In this case, Katharine and Anne may be allowed to go free since he does have some sort of attachment to them and if he can't get Anne, he won't want her mother dead. Note that he can bring in some ghoul buddies to take out his opponents in order to keep his claws clean.

Conversely, if they are hot on his heels, but he believes they lack any concrete knowledge about his true nature, Quigley could simply pack up and leave town. He would do so on the sly, taking with him only cash and perhaps a suitcase or two in his car. The car would later be disposed of and he would essentially alter his identity as above. In any case in which he flees, he essentially leaves the grasp of the investigators and never again does he attempt to masquerade as a doctor. In the short term, he could pull it off, but his scheme was frankly foolish and is probably a key element leading to his downfall.

The Quigley Home

Sooner or later, the investigators may break into the Quigley home and ransack it in search of Quigley and/or clues. Alternately, during a visit, one investigator may slip away to search while others distract Quigley. If he is defeated, the investigators may, at the Keeper's discretion, be permitted free access to the house by a grateful Katharine Quigley. What will be found in any case is a normal, two-

The Quigley House

First Floor

Foyer: This area has a tiled floor and carpeted stairs ascending to the second floor. A small table in here holds a telephone, the only one in the house. Closets opening in here contain coats, umbrellas, and other normal items. Short corridors connect this area to the living room and family room.

Bathroom: This is a normal "half-bath."

Family Room: A carpeted room with wood-panelled walls, the family room contains a console radio, a phonograph with record albums, several comfortable chairs, a curio cabinet containing miscellaneous knick-knacks, and a medium-size walnut coffee table. A deer head hangs on the north wall and a gun rack on the south wall holds a loaded 20-gauge double barrel shotgun. The rack has space for a second weapon (the shotgun Katharine took with her). Extra cartridges (an assortment of 12-gauge and 20-gauge shells) can be found in a nearby drawer.

Living Room: Somewhat more formal than the family room, this area contains fine furnishings, a large fireplace, and even a couple of valuable oil paintings. Silver-framed family photographs are on the mantelpiece.

Dining Room: There is nothing unusual here. The room contains a large, oval table surrounded by six chairs.

Pantry: Shelves line the walls of this closet-like room and are stocked with canned food, cleaning supplies, and other normal items.

Kitchen: This is a normal kitchen.

Second Floor

Lounge: This area is furnished with four chairs and a small table.

Guest Bedrooms: Each contains the normal accoutrements.

Anne's Bedroom: Obviously belonging to a young girl, this room contains the usual trappings including a large collection of stuffed animals.

Master Bedroom: This room contains a king-size bed, two nightstands, one small desk, a fireplace, two chairs, and a small bookcase. The latter contains medical books, reference books, and several hardbound novels. The closet contains normal clothes and a chest of drawers filled with normal belongings. A trap door in the ceiling of the closet opens into the dusty attic which is empty. Within the nightstand drawer is a copy of Quigley's address book. The only entry of any import is that giving the address and telephone number of Victor Purvis in Worcester.

Bathroom: This is a large bathroom complete with tub.

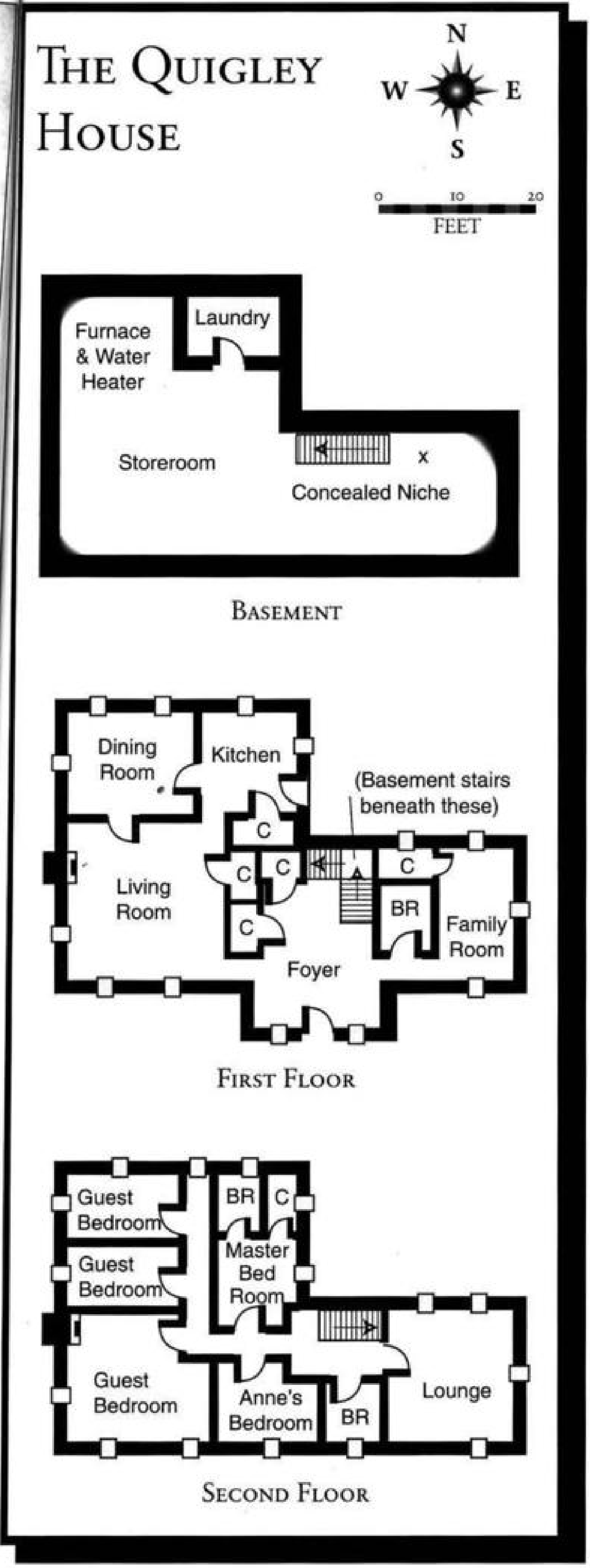
Basement

There is nothing notable here except the loose floor tile that was previously mentioned. It is located where the "x" is on the diagram.

story, four-bedroom brick house with a basement and attic. The basement is where some interesting tidbits can be discovered. A loose floor tile conceals a crevice holding some documents deemed important by Quigley. The investigators should have a fair chance to find this since the tile is loose and not well-fitted. Simply stepping on it may reveal it to be suspicious, but it can even be spotted as being raised above adjacent tiles as long as one succeeds in a Spot Hidden roll. This assumes that the basement is reasonably well-lit. It does have electric lights, though intruders might only feel safe using flashlights.

Beneath the floor tile is a hand-dug crevice containing a cigar box and two leather tomes wrapped in burlap. The box contains $415.00 in cash and the deed to the house. The books are more interesting.

One is a crudely bound volume collectively titled *Transitions*. It appears to be a collection of poorly written notes. Penned by Quigley himself, these pages are a pseudo-scientific analysis of ghouls and the transition from humanity to a ghoulish state. He writes of the possibilities of human and ghoul relationships in an attempt to bestow the best of both "species" upon offspring. While the attempt is made to write the analysis from a scientific standpoint, the result is gibberish. The writer obviously has little or no scientific or medical credentials and his assumptions and hypotheses are utter trash. However, unique insights on Quigley's life can be gleaned from the pages, and several occult sources, including François-Honore Balfour's *Cultes des Goules* (1703), are mentioned. These notes require a successful Read English roll to decipher and reading them takes three weeks of study. If the



skill roll succeeds, the reader gains 2% Cthulhu Mythos skill and 1% Occult skill. Unfortunately, the gruesome narratives given within along with the knowledge of Quigley's true nature causes the reader to lose 1/1D4 SAN. One spell is contained within: Contact Lesser Ghoul. The notes have a x1 spell multiplier. More on *Transitions* is provided on p. 50.

The second tome is untitled and handwritten (in English) and appears to be another collection of notes. Their general condition is poor. The pages and binding are encrusted with dirt and what can later be determined to be human blood. The volume is incomplete and is obviously missing a large portion from the beginning. Written by an unnamed archæologist, the reader can determine that the author was conducting research into an ancient Indian burial ground that was supposedly on the site of a modern cemetery. The author goes on to say that the cemetery showed strange signs of activity beyond what was normal. Fearing grave robbers to be the culprits, the archæologist watched the area at night, but to no avail. It wasn't until a test dig was carried out in one corner of the cemetery that something was revealed. A tunnel was discovered about ten feet beneath the surface. The final entry indicates that the unnamed author and his assistant, a man named Merriwether, were descending into the tunnel to investigate. These notes take a day to read. Readers with knowledge of ghouls lose 0/1D2 SAN. No Cthulhu Mythos is gained from this book if either *Transitions* or *Cultes des Goules* has also been read or if the reader succeeds in a Cthulhu Mythos roll. Otherwise, the reader gains 1% Cthulhu Mythos. Player Aid #3 is a copy of the most pertinent section and one that contains clues that assist in the transition to the second scenario.

The other main point of interest in the house is Quigley's bedroom. In his desk are several letters from Ezekial Apcott, using his alias Montague Feister. While none have return addresses, the postmarks on their envelopes show them to have been mailed from Boston. The letters themselves say nothing outright, but imply much. Katharine Quigley knows nothing of them. Player Aids #4 and #5 are two of these letters. If the Keeper lacks access to or has not read *Coming Full Circle,* these letters can be ignored.

The Plot Hatches

If the investigators do not foil Quigley's dastardly scheme, it probably means they have fallen for his story hook, line, and sinker. All he needs to proceed with his plot is for the investigators to either bring Katharine and Anne to him or tell him where they might be found.

In the event either happens, Quigley has three main options. The first is that he could commit Katharine to an asylum, something which he can do considering her state of mind and his status as a likable doctor. This is not the ideal solution; he would rather have her permanently and irrevocably disposed of.

The second is to have her killed. Most likely, this would involve him using the spell Contact Lesser Ghoul to whistle up a few of his buddies who would then proceed to kill and eat Katharine. The follow-up story that Quigley would issue to the public is that the distraught and obviously mentally unbalanced Katharine has skipped town and her whereabouts are unknown. Her previous behavior would support this and the story will be believed unless the investigators somehow manage to upset things.

A third, more unsavory, option is for Quigley to murder her himself then eat her. This would not only dispose of the evidence, but he could use the opportunity to employ the spell Consume Likness. He could then masquerade as her for a time, intentionally exhibiting bizarre behavior. When he ceased this activity, everyone would naturally assume she had simply run off, a story Quigley would do nothing to discourage or debunk.

In the end, Quigley still may have a loose end even if Katharine has been dealt with discreetly. If he believes the investigators know too much or are a threat, he may send a few of his ghoul allies to deal with them one dark night. On the other hand, if Quigley is revealed and is forced to flee for his life, he will not take vengeance on the investigators or his wife–at least not initially. He could very easily turn out to be an annoying loose end that could crop up later in the campaign.

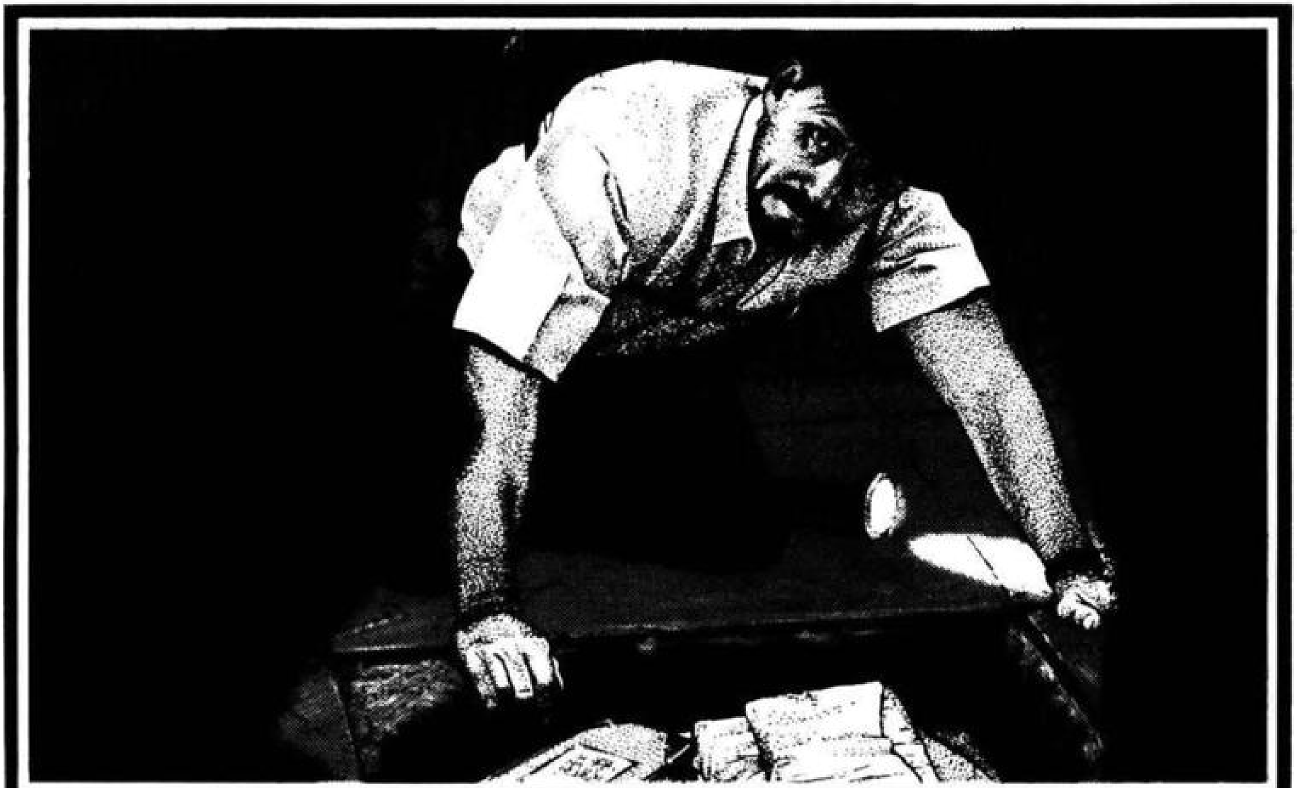
Victory

For the investigators to fully succeed in this scenario, they must either kill or incarcerate Franklin Quigley. In addition, they must save Katharine and Anne Quigley. Helping out the poverty-stricken Matthew Early and his children would also be a nice touch, but is only a peripheral matter. Checking out Montague Feister (Ezekial Apcott) leads nowhere since he would have been dealt with in 1939 (assuming *Coming Full Circle* has any role here; it is irrelevant in any case except to keep the investigators guessing). From the player aids available, it is evident he was some sort of tutor for Franklin Quigley and that Quigley, in turn, shared information important to Feister.

A Loose End

By the close of *Kith and Kin*, it is possible that the investigators may have Franklin Quigley's body. If so, this means they have a corpse that is recognizably not human.

Any number of things may come of this. Many investigators will choose to conceal the body, perhaps fearing legal ramifications. Others may reveal it to the press or the authorities. In this case, the Keeper is confronted with some interesting possibilities.



To the heart of the beast.

Balfour's Tome

Once the entire text of *The Realm of Shadows* has been read, the Keeper must judge when it is suitable to introduce *Cultes des Goules*. This dread text can be a key element for the investigators. At the very latest, they should have the opportunity to obtain one of the rare published copies during the course of *Provender of the God*. However, like many of the tomes of the Cthulhu Mythos, it requires a lengthy amount of time to study fully (in this case, twenty-two weeks).

Clues and information available in *Cultes des Goules* can help the investigators and add flavor to the campaign. If it is deemed necessary, perhaps due to the substantial study time involved, this text may be introduced at the end of *Kith and Kin*. The ideal place to insert it, of course, is in the basement niche along with *Transitions* and the other papers. It is up to the Keeper to judge when (or even if) the volume should be placed within reach of the investigators. See p. 25 for more information on this notorious work.

Should the corpse of a ghoul, be it Quigley or a ghoul that served Quigley, become public knowledge, it may bring about a storm of attention and controversy to the investigators' door. To determine if it causes a public furor, the Keeper should consider the nature of the corpse, how it becomes public knowledge, how the investigators act, and what story the investigators peddle. Outlandish claims increase the chance of publicity. Claiming it is just the remains of some "freak" decreases the chance since the authorities will be inclined to accept any rational and reasonable explanation.

If the Keeper decides that the corpse earns public attention, it will make the headlines of all Franklin County newspapers and, in extreme cases, be second- or third-page news in many New England newspapers. The story will not go beyond this level of publicity, however.

Ultimately, the authorities will probably claim the body. Autopsies will prove to be inconclusive. Ghouls are physically close enough to humans that a pathologist will likely conclude that the creature is some poor person suffering from some hideous malady or birth defect. Either way, the notoriety of the case will soon die down. The area's ghoul population will certainly take notice (see *Provender of the God* for the ghoul cult), but won't worry too much since it is appears to them to only be an isolated incident. Though they have a passion for secrecy, to move to steal the corpse might make matters far worse. Leaving well enough alone should suffice for now.

In an interesting twist, the Keeper could have tabloid journalists and sideshow agents approach the group for a few weeks after the incident becomes public. If they somehow retain possession of the ghoul's remains (unlikely, but possible), an agent for a sideshow (commonly termed a circus freak show) will attempt to purchase the body. He is willing to pay $100.00, $200.00 if the investigator representing the group succeeds in a Bargain roll. The corpse will later tour the country as part of a sideshow act and be billed as anything from the corpse of the "wolfman" to an alien from outer space. An example of such an organization, the Olaf Brothers Circus, is given on page 51.

The Keeper should not apply too much in the way of negative effects on the investigators because of this. The ghoul cult may take note of their names, but will not give the event much credence unless the group attracts more attention later (very likely in the second scenario).

Rewards and Penalties

Action	Result
Be charitable and assist Matthew Early and his brood financially	+1D2 SAN
Completely pull the Early clan out of destitution (*e.g.* get Early a better job)	+1D4 SAN
Kill Katharine Quigley then realize mistake	-1D10 SAN
Kill Anne Quigley then realize mistake	-1D10 SAN
Kill Anne Quigley for any reason	-1D6 SAN
Kill Katharine Quigley for any reason	-1D4 SAN
Kill Emmanuel Kiel then realize mistake	-1D8 SAN
Kill, incarcerate, or otherwise dispose of Franklin Quigley	+1D8 SAN
Ensure the long-term safety of Katharine and Anne Quigley	+1D6 SAN
Kill a ghoul (other than Quigley)	+1D6 SAN
Quigley escapes, perhaps to return and threaten group and/or Katharine months or years later	-1D6 SAN

NPCs

DR. FRANKLIN QUIGLEY

murderous ghoul in human guise, age 45

Described: p. 30

Nationality: American

STR 18 DEX 15 INT 13 CON 18 APP 15 POW 15
SIZ 15 EDU 14 SAN 0 Luck 75 HP 17

Damage Bonus: +1D6

Education: self-taught plus some tutoring and medical training

Skills: Bargain 19%, Burrow 70%, Climb 88%, Credit Rating 25%, Cthulhu Mythos 13%, Fast Talk 68%, First Aid 50%, Hide 75%, Jump 61%, Law 15%, Library Use 35%, Listen 57%, Medicine 20%, Occult 23%, Pharmacy 17%, Psychology 11%, Scent Decay 64%, Sneak 73%, Spot Hidden 80%, Swim 30%, Throw 31%

Languages: English 80%, Ghoul 85% (spoken only)

Attacks (human form):

Fist/Punch Attack 80%, 1D3+db damage
Large Club Attack 51%, 1D8+db damage (any convenient large club-like object)
Small Club Attack 38%, 1D6+db damage (any convenient small club-like object)

Attacks (ghoul form):

Claw Attack 80%, 1D6+db damage
Bite Attack 41%, 1D6 plus automatic worry
Large Club and Small Club Attacks: same as above

Notes on ghoul attacks: In ghoul form, Quigley can attack with both of his claws as well as his bite in a single round. If the bite strikes, Quigley will hang on instead of using the claw attacks and worry the victim with his fangs, continuing to do 1D4 Bite damage automatically. A successful STR versus STR roll on the Resistance Table dislodges the ghoul, breaking the grapple and ending the Bite damage. The Keeper may wish to have a surviving Bite victim make some sort of resistance roll to avoid contracting an infection.

Armor: firearms and projectiles do half of rolled damage (round up any fraction)

Spells: Cloud Memory, Consume Likeness, Contact Lesser Ghoul, Shrivelling

Notes: All statistics and skills remain the same regardless of form except for APP which drops to zero. Attack forms vary somewhat for obvious reasons.

KATHARINE DURHAM QUIGLEY

very concerned parent and fearful mother, age 28

Described: p. 34

Nationality: American

STR 9 DEX 13 INT 13 CON 12 APP 14 POW 12
SIZ 9 EDU 12 SAN 41 Luck 60 HP 11

Damage Bonus: +0

Education: high school

Skills: Bargain 20%, Cthulhu Mythos 5%, Drive Automobile 27%, Fast Talk 19%, First Aid 40%, Hide 31%, Library Use 37%, Listen 61%, Persuade 37%, Psychology 21%, Sneak 20%, Spot Hidden 40%, Swim 35%

Languages: English 88%, French 11%

Attacks:

Handgun Attack 25%, 1D10+2 damage (.45 revolver) and 1D10 damage (.38 revolver)
Shotgun Attack 35%, 4D6/2D6/1D6 damage (12-gauge double barrel shotgun)
Fighting Knife Attack 25%, 1D4+2 damage (large hunting knife)
Small Knife Attack 25%, 1D4 damage (pocketknife)

Mental Disorders: demonophobia (moderate), paranoia (moderate until Quigley is disposed of, then reduces to mild)

Notes: Katharine is a devout Roman-Catholic and is also extremely superstitious.

ANNE QUIGLEY

human-ghoul crossbreed and innocent victim, age 4

Described: p. 32

Nationality: American

STR 3 DEX 5 INT 7 CON 15 APP 3 POW 10
SIZ 4 EDU 1 SAN 44 Luck 50 HP 10

Damage Penalty: -1D6

Education: inconsequential

Skills: none to speak of

Languages: English 26%

Attacks: none to speak of

EMMANUEL KIEL

Katharine's uncle and protector, age 59

Nationality: American

STR 12 DEX 11 INT 12 CON 14 APP 7 POW 14
SIZ 14 EDU 14 SAN 66 Luck 70 HP 14

Damage Bonus: +1D4

Education: grade school

Skills: Climb 50%, Dodge 40%, Drive Automobile 25%, Hide 56%, History 31%, Jump 44%, Listen 87%, Mechanical Repair 30%, Natural History 75%, Navigate 40%, Ride 41%, Sneak 62%, Spot Hidden 90%, Swim 48%, Throw 51%, Track 61%

Languages: English 75%

Attacks:

Rifle/Shotgun Attack 56%, 2D6+4 damage (.30-06 bolt-action rifle) or 4D6/2D6/1D6 damage (12-gauge double barrel shotgun)
Handgun Attack 31%, 1D10+2 damage (Colt Peacemaker .45 revolver)
Fighting Knife Attack 40%, 1D4+2+db damage (bowie knife)
Large Club Attack 47%, 1D8+db damage (any convenient large club such as a rifle or baseball bat)
Fist/Punch Attack 77%, 1D3+db damage
Kick Attack 45%, 1D6+db damage

EMMANUEL KIEL'S DOGS
vicious brutes

	Asmodeus	Baal	Belial	Beelzebub	Lucifer	Mammon	Moloch	Satan
STR	7	8	9	7	8	7	9	9
DEX	14	12	17	13	15	11	15	16
CON	9	10	15	13	14	16	10	14
POW	7	6	12	9	8	6	7	8
SIZ	7	7	7	7	7	7	7	7
Hit Points	8	9	11	10	11	12	9	11
Damage Bonus	+0	+0	+0	+0	+0	+0	+0	+0
Move	12	12	12	12	12	12	12	12

Skills Common to All: Listen 85%, Spot Hidden 70%, Track by Smell 75%

Attacks Common to All:

Bite Attack 40%, 1D6 damage

SIX LESSER GHOULS
colleagues and servants of Franklin Quigley

A full and complete description of ghouls may be found on page 104 of the fifth edition of the *Call of Cthulhu* rulebook. For more on ghouls in this campaign, refer to page 10.

	#1	#2	#3	#4	#5	#6
STR	17	22	20	16	18	17
DEX	13	14	11	10	11	16
INT	13	12	14	10	14	12
CON	15	18	15	14	13	14
POW	10	12	13	12	11	15
SIZ	12	17	14	15	11	15
Hit Points	14	18	15	15	12	15
DB	+1D4	+1D6	+1D6	+1D4	+1D4	+1D4

Skills Common to All: Burrow 75%, Climb 85%, Hide 60%, Jump 75%, Listen 70%, Scent Decay 65%, Sneak 80%, Spot Hidden 50%

Languages Common to All: Speak English 60%, Speak Ghoul 90%

Attacks Common to All:

Claws 35%, 1D6+db damage

Bite 30%, 1D6 plus automatic "worry" (see below)

Armor: firearms and projectiles do half damage (round up any fractions)

Spells: #3 and #5 each have the spell Contact Lesser Ghoul

Move: 9

Sanity Loss: 0/1D6

Special: If the bite attack strikes successfully, in subsequent rounds, the ghoul hangs on to the victim, foregoing its claw attacks. In each round, the ghoul "worries" the victim with its fangs, inflicting an additional 1D4 damage per round until killed or dislodged or until the victim perishes. A successful STR versus STR roll on the resistance table dislodges the ghoul.

CHAPTER ONE ADDENDUM

Next Steps

At this point, if the investigators have done their job, they will be well-equipped to leap straight into the second scenario, *Provender of the God*. Successful investigators will have defeated Quigley, saved his wife and daughter, and gained clues left in his house.

By the end of *Kith and Kin*, the investigators should have some small knowledge of ghouls, though perhaps little knowledge of what they actually are. Survivors of *Coming Full Circle* or other, previous scenarios will already have a well-founded belief in the supernatural. Other investigators should gain such belief during the play of *Kith and Kin*.

This knowledge is one key element in keeping continuation of the campaign plausible, since it is the investigators' belief in the supernatural that spurs them to look where others turn away and persevere where others would call it quits. However, more motivation than this is required. In the last stages of *Kith and Kin*, it becomes evident through physical evidence found at the Quigley home that Franklin Quigley is not alone in the world. To assume there is only one monstrous creature such as Quigley would be foolhardy, at the very least. Responsible investigators will not be satisfied in merely rescuing Katharine and

Anne. They will want to confirm that there is no further danger to them or to the community.

Keeper's note: There is a chance that the investigators will want the assistance of Katharine Quigley during Provender of the God. *Even if they have earned her gratitude and friendship, she will still be a nervous, jittery, overprotective mother. She will help in anything she deems is reasonable, but if she thinks the group is stirring up trouble, she will either sever ties with them or, more likely, take Anne on a possibly permanent vacation out of town.)*

In the Quigley home are a series of clues that are important. Each is detailed here.

The Notes of Franklin Quigley

An inept attempt at a scientific analysis of the biological connections between humans and ghouls, the notes in themselves are of little importance. However, they are the first time in the campaign that the book *Cultes des Goules* is mentioned. The investigators will be well-advised to remember this title. It will recur in this campaign. Anyone in possession of *Cultes des Goules* or knowledge of it should immediately be considered suspects by the investigators, especially if the investigators look up this title and find out how obscure it is. Furthermore, the notes themselves show that there are probably more of Quigley's monstrous species in the world.

The Archaeologist's Notes

This gives the first concrete evidence of where ghouls live, though the investigators may know too little of ghouls to know that they live beneath cemeteries. Yes, the players probably know all about ghouls, but their *investigators* probably know either little or nothing. (Investigators with some general Mythos experience [probably from past reading of a Mythos tome] might be granted a Cthulhu Mythos roll to see what they've learned about ghouls, if they haven't had direct in-scenario experience with the beasts.)

The notes provide more information than merely knowledge of ghoul tunnels. Obviously, the archæologist was operating in some cemetery in the United States, probably in New England (for example, the language used is American style English). Furthermore, though the pages are not dated by year, it is obvious from their condition that they are not more than a decade or so old. Shrewd investigators will deduce that the cemetery that was being excavated must have been relatively close by, perhaps even within Franklin County. This is the case: it is one of Greenfield's cemeteries. This clue could lead the investigators to an early strong start in *Provender of the God*.

Montague Feister's Letters

Several are in Quigley's desk and two are provided as player aids. They will alert survivors of *Coming Full Circle* to the fact that Ezekial Apcott is or was somehow tied to Franklin Quigley. The actual link is, however, unimportant. Apcott/Feister has no role in this campaign. Even if he somehow survived *Coming Full Circle*, he will not take any part in this campaign since he presumably has more urgent things to do. If the investigators have no experience with the aforementioned campaign, the ties to Apcott will be some inexplicable and worrisome red herring that can never be tracked down. Without a return address, all they know is that Quigley's "mentor" is or was somewhere in the Boston area. What is clear is that unless some letters are missing, Quigley has received no more since the one marked Player Aid #5.

Keeper's note: ties and allusions to Montague Feister/Ezekial Apcott are intended to be a nagging loose end only. The investigators should have absolutely no chance of tracking him down if they don't know him prior to 1940. The Keeper should use this to keep the players guessing and worrying. There is no hard and fast rule stating that the group has to have answers to every question they have.

Motivation Tools

Motivation is a key element in *Call of Cthulhu* scenarios. Convincing the players that it is plausible for their investigators to take action can be challenging, particularly if the players are resistant to getting involved in a scenario without unusually strong provocation.

The Keeper must judge what his or her group of players is like and how much motivation is needed. Getting involved in *Provender of the God* may be tricky for some. Players who enjoy investigating mysteries may already have sufficient cause to continue. The papers found in Quigley's basement are probably all such individuals need to move ahead into the next scenario. Others who are more stubborn may require more prodding, however.

Jason Kendell

If the Keeper finds it necessary, a few options are available that can motivate players. One is an anonymous tip, though this is an option that should be avoided if possible owing to its blunt, manipulative nature. This tip comes in the form of an unsigned letter from a human member of the Greenfield ghoul cult named Jason Kendell. Jason loathes the life he was born into and it is not implausible that he would hear of the group's activities concerning Franklin Quigley and send them a note to urge them to further action. A copy of the note is provided and may serve as a player aid (#6). More on Jason Kendell is given in the next scenario.

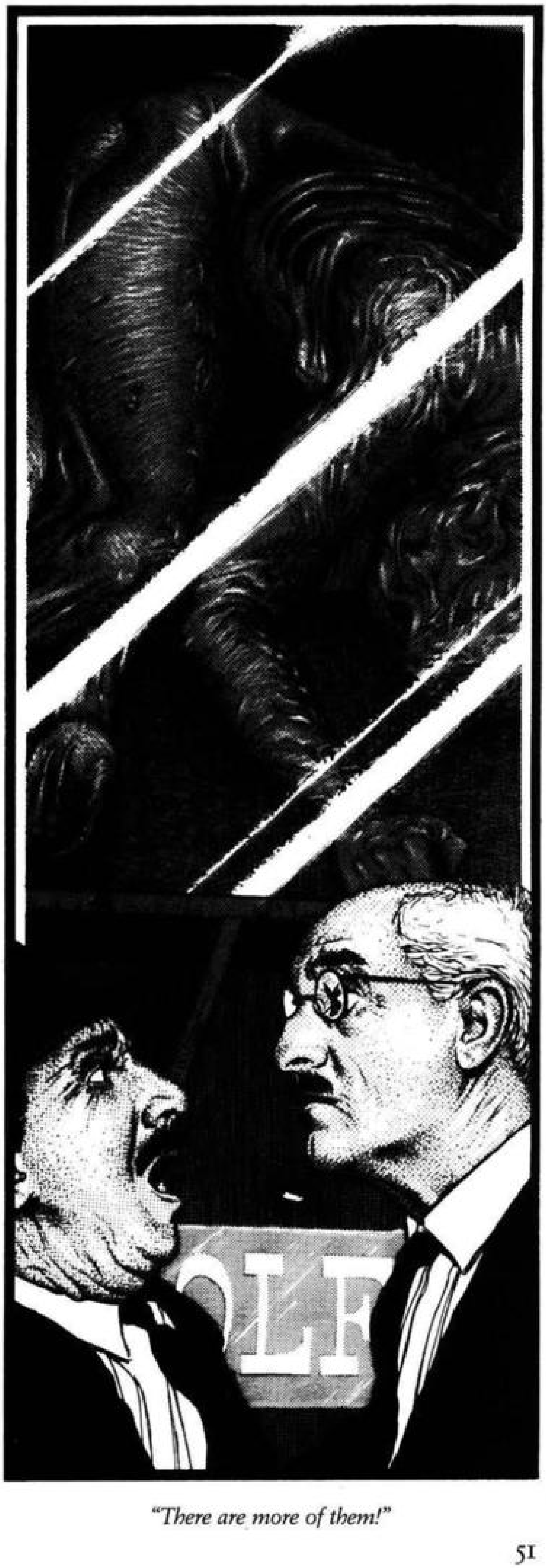
Katharine Quigley

If the anonymous note is not ideal or if it is ignored by the investigators, another option is to employ Katharine Quigley, if she still lives. Katharine is potentially an excellent resource for the Keeper; she can provide both inspiration and motivation for the group. Specifically, after the conclusion of *Kith and Kin* it is well within reason for Katharine to be paranoid and fearful. Instead of fleeing the area, she may decide to hole up in her home for a while, perhaps out of some motherly concern about providing a stable environment for her young daughter. In this case, Katharine would almost certainly latch onto the investigators, believing them to be the only trustworthy people available to her. She might beg them to continue their investigation, perhaps providing Quigley's papers from the basement if they were not found previously. She could even pay the group a nominal sum for them to conduct the follow-up investigation. Thoughtful investigators will at least want to do some cursory checking to provide Katharine some peace of mind.

The Olaf Brothers Circus

Another option that can be employed is to have the group stumble across an article in the Greenfield *Daily Recorder-Gazette* at the conclusion of *Kith and Kin*. This article appears as Player Aid #2.

If the investigators follow up on this, they will find the Olaf Brothers Circus to be set up at the Franklin County Fairgrounds west of Greenfield. Operated by Georg and Yuri Olaf, the circus consists of a "big top" (large tent capable of accommodating hundreds of spectators and up to two acts), several satellite tents and pavilions containing assorted attractions (carnival games, fortune-tellers, knife-throwers, *etc.*), and a prefabricated building housing the freak show. The latter contains a variety of "attractions," many of which by 1990s standards would be extremely insulting to many if not most people. These include a "dog-faced boy" (who, by the way, bears no resemblance to a ghoul despite his billing), an African "wild man," several unusual carcasses of "sea monsters" and genetic mutants, and whatever else the Keeper sees fit to include. The "Wolf-Man" carcass is one of those on display. Those familiar with ghouls or anyone who succeeds in a Cthulhu Mythos roll will understand that the corpse is that of a full-grown, adult, male ghoul. Several apparent gunshot wounds are in the upper torso and one is in the right leg. The carcass looks real, but is rather wizened, having desiccated somewhat since coming into the possession of the circus. It cannot be touched since it is in a heavily constructed wooden crypt which is covered with a heavy sheet of glass.



"There are more of them!"

Follow-up on this should be easy. The Olaf Brothers, owners of the circus, will agree to an interview on the subject. Anyone else employed by the circus will refer the investigators to the Olafs.

Questioning the Olafs

Georg and Yuri Olaf are actually James and Emmet Stiles, two "entrepreneurs" who have been in the circus business for over three decades. They adopted the aliases out of the desire to give their circus a more mysterious and exotic image. Georg/James, age 52, is a consummate showman. His Persuade and Psychology skills are each 90% and he is a superb liar. In no way is he malevolent nor does he understand the true nature of his ghoulish specimen. He is out for profit only. If the investigators have a ghoul corpse and he learns of it, he will be interested in purchasing it (see page 47).

Yuri/Emmet is the 47-year-old businessman behind the scenes. He takes part in some public activities, but the majority of his time is spent coordinating with town officials to gain the use of fairgrounds, keeping the accounting straight, paying the staff, and ensuring the administrative side of the circus doesn't devolve into a total fiasco. While the books for the circus are a bit of a mess, this is not due to any evil intent on his part. He is just a poor bookkeeper. Like his brother, he is not malevolent nor does he know what is actually on display at the sideshow.

As far as either of them are concerned, the specimen is actually that of some poor man suffering from a horrible birth defect. They purchased the body for a nominal fee from the hunters who killed it. The hunters were glad to get the money and never had any idea they had shot anything other than some odd animal.

In an interview, the Olafs will be happy to provide the investigators the names of the two hunters responsible for the slaying. For a fee ($25.00 minimum, $40.00 if the investigators fail to succeed in a Bargain roll), the investigators may actually examine the corpse outside of the crypt. Any examination will simply show that it is indeed real and is truly a ghoul, not a human made up to appear like one. Were an autopsy performed, the examiner will determine that the cause of death was due to multiple gunshot wounds. From the upper chest, three .30-30 rifle slugs can be removed as well as two .30-06 bullets. The right leg has a similar bullet wound, but the projectile exited the rear of the appendage and is, therefore, not present. The Olafs will permit no autopsy unless forced to by the authorities or recompensed for the value of the "Wolf-Man," to the tune of $1,000.00.

The Hunters

Harry Donaldson and Mort Watson are the two middle-aged hunters who shot the ghoul and sold it to the Olaf circus. Both live on small farms south of Greenfield. Each has a wife and several children and all are completely uneducated. The hunters are friendly and will greet visitors openly. As long as the investigators are civil and professional, the two men will be happy to answer their questions.

In short, they encountered the "Wolf-Man" while walking home after an unsuccessful deer hunt. The "Wolf-Man" was just exiting a drainage ditch and was about to cross the dirt road on which they were walking. When it saw them, it "meeped" at them, then snarled, and then charged. The men poured a volley of rifle fire into it. It took several shots to kill the creature. At the time they believed it was an escaped zoo animal or some strange heretofore unknown critter and they have never considered that they might have brought down a man. Even if they did, they felt that they were under attack and therefore justified in shooting.

In the aftermath of the killing, they rolled the carcass into the ditch and it wasn't until a few days later that they met Yuri Olaf in a bar in town. They struck up a conversation with Yuri who was in town to rent the fairgrounds for an upcoming weekend. When Yuri mentioned some of the attractions including "the dog-faced boy," Harry and Mort told him about their encounter with their version of the "dog-faced boy." From there, things proceeded quickly. They showed him the rotting carcass and he asked to purchase it and have them move it to one of their barns for safekeeping. When the circus arrived in town, the corpse was quickly moved into a display, supplanting a rubber dummy that was supposed to be a merman.

Harry and Mort feel no remorse for their actions and haven't even entertained the possibility that what they killed might have been human or even intelligent. They made a few dollars and now have a tale to tell their grandchildren. Investigators interviewing them should come to the conclusion (perhaps reinforced by a successful Psychology or Idea roll) that both men are very open and honest, but are also extremely ignorant.

The Truth

What the two men shot, of course, was one of the area's ghouls. The ghoul cult and the local ghoul population is unaware that the men shot it nor do they know that it is on display at the circus. Even if they found out (they probably will eventually), there is little they could do about it so they would let the matter rest.

The mere fact that another ghoul has been located in the area recently should be cause for concern. This, combined with other elements previously described, should be sufficient motivation for the investigators to act.

Police Involvement

The Olaf Brothers' rash act in acquiring the ghoul carcass could lead to action taken by Sheriff Taggert or even the

State Police. If it becomes known that the body was acquired locally and was the result of a recent incident involving gunplay, the sheriff will exhibit no shortage of interest in the case. The only ones with the truth of the matter initially are the Olaf Brothers and the hunters. Though documented in the local newspaper, few are taking the incident seriously since everyone assumes that the circus has simply fabricated the display.

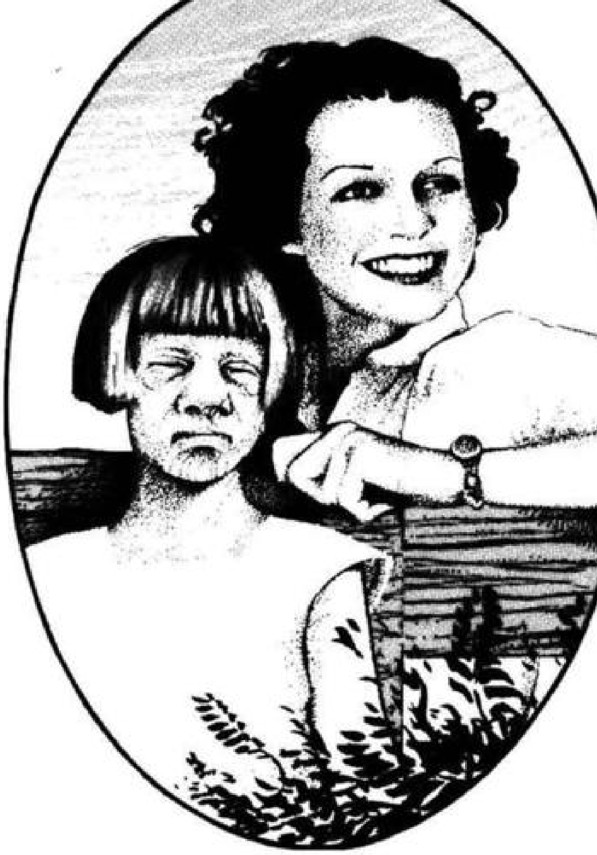
If the investigators get involved and manage to convince Sheriff Taggert that the body is genuine and may even be human, he will drop in on the circus with a half-dozen deputies, a search warrant, and a bad attitude. A subsequent autopsy conducted by Dr. Rohrs at the Greenfield Memorial Hospital will result in the body being ruled to be unusual, but certainly human. The circus will be shut down and all involved (including the hunters) will be arrested and charged with various crimes. This will surely place the investigators' names in the headlines, revealing their identities (though not their purpose) to the cult.

Less likely, though possible, is that the investigators will attempt to snatch the carcass in order to examine it. If caught with it, they are likely to face charges along with the Olaf Brothers. This would cripple their ability to act in Greenfield during *Provender of the God*.

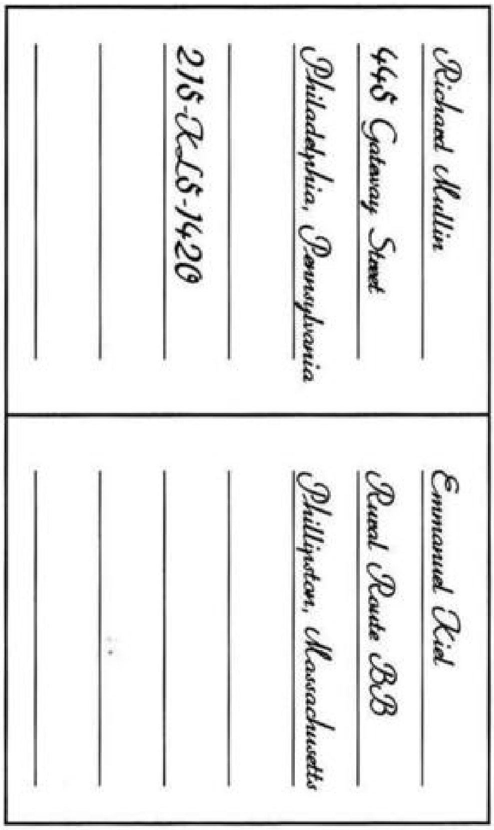
CHAPTER ONE ADDENDUM

Player Aids

Photographic Aid #1: portrait of Katharine and Anne Quigley



Player Aid #1: pages from Katharine Quigley's address book (continued on next page)



Richard Mullin
445 Gateway Street
Philadelphia, Pennsylvania
215-KL5-1420

Emmanuel Kid
Rural Route BB
Phillipston, Massachusetts

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PLAYER AID #1 CONTINUED

Uma Stansfield
330 Locust Street
Greenfield, Massachusetts

Matthew Early
1221 Richmond Street,
Apt. C
Worcester, Massachusetts

Brian and Martha Byrd
342 Locust Street
Greenfield, Massachusetts

KLS-5401

Smith's Market
210 Broadway
Greenfield, Massachusetts
KLS-4400

Franklin County Sheriff
KLS-1000

Richard Tompkins
333 Locust Street
Greenfield, Massachusetts

KLS-4726

Fred and Almyra
St. Johns
339 Locust Street
Greenfield, Massachusetts

KLS-3326

John Allan and
Arabella Durham
5050 Pinewood Blvd.
Boston, Massachusetts

617-KLS-7767

Morton and Elizabeth Follows
334 Locust Street
Greenfield, Massachusetts
Harold Maxwell
101 Broadway*
Greenfield, Massachusetts
KLS-3011

PLAYER AID #2: GREENFIELD GAZETTE AND COURIER

ARTICLE DATED WHENEVER IS APPROPRIATE

CIRCUS IN TOWN!

The Olaf Brothers Circus is visiting Greenfield this weekend. Well-known for its sideshow attractions as well as more traditional acrobatics and animal acts, the Olaf Brothers will be in town for only Saturday and Sunday. Admission is 25¢ for adults and 10¢ for children. Other attractions at the show cost extra. Says Georg Olaf, owner of the circus, "Come see our newest attraction, the New England Wolf-Man; perhaps the only specimen of its kind known to science." According to Mr. Olaf, the Wolf-Man was shot by hunters in, of all places, Franklin County, and his body is now on display for the entertainment of the public.

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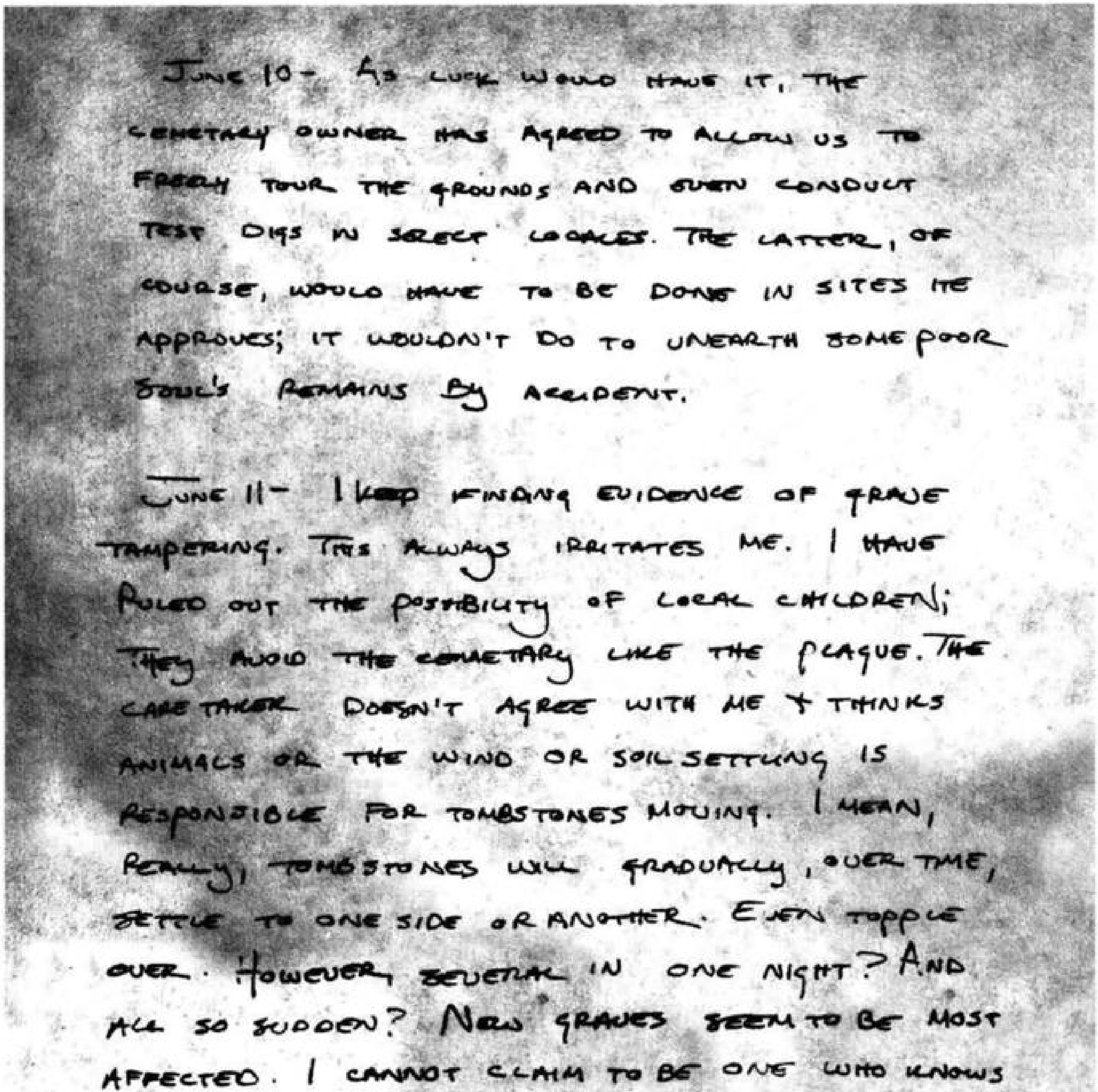
PLAYER AID #3:

THE FINAL PASSAGES OF THE ARCHÆOLOGIST'S NOTES IN THE BASEMENT OF THE QUIGLEY HOME (PAGE 1 OF 3)



JUNE 10 - AS LUCK WOULD HAVE IT, THE CEMETARY OWNER HAS AGREED TO ALLOW US TO FREELY TOUR THE GROUNDS AND EVEN CONDUCT TEST DIGS IN SELECT LOCALES. THE LATTER, OF COURSE, WOULD HAVE TO BE DONE IN SITES HE APPROVES; IT WOULDN'T DO TO UNEARTH SOME POOR SOUL'S REMAINS BY ACCIDENT.

JUNE 11 - I KEEP FINDING EVIDENCE OF GRAVE TAMPERING. THIS ALWAYS IRRITATES ME. I HAVE RULED OUT THE POSSIBILITY OF LOCAL CHILDREN; THEY AVOID THE CEMETARY LIKE THE PLAGUE. THE CARETAKER DOESN'T AGREE WITH ME & THINKS ANIMALS OR THE WIND OR SOIL SETTLING IS RESPONSIBLE FOR TOMBSTONES MOVING. I MEAN, REALLY, TOMBSTONES WILL GRADUALLY, OVER TIME, SETTLE TO ONE SIDE OR ANOTHER. EVEN TOPPLE OVER. HOWEVER, SEVERAL IN ONE NIGHT? AND ALL SO SUDDEN? NEW GRAVES SEEM TO BE MOST AFFECTED. I CANNOT CLAIM TO BE ONE WHO KNOWS MUCH ABOUT THE PLACEMENT OF HEADSTONES, BUT IT SEEMS THAT THEY WOULD BE SECURE AT LEAST FOR A FEW YEARS.

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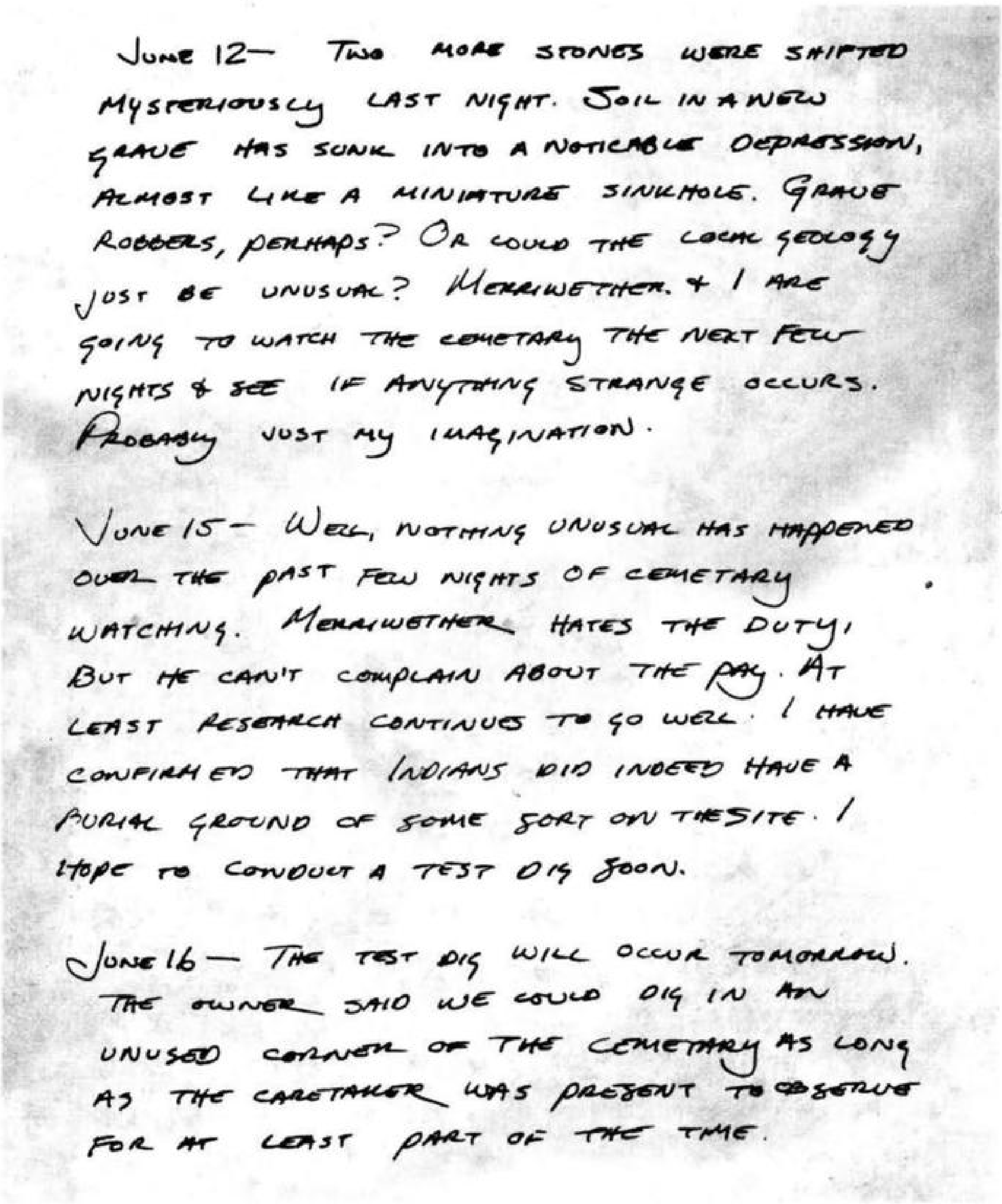
PLAYER AID #3 CONTINUED (PAGE 2 OF 3)



June 12— Two more stones were shifted mysteriously last night. Soil in a new grave has sunk into a noticable depression, almost like a miniature sinkhole. Grave robbers, perhaps? Or could the local geology just be unusual? Merriwether & I are going to watch the cemetary the next few nights & see if anything strange occurs. Probably just my imagination.

June 15— Well, nothing unusual has happened over the past few nights of cemetary watching. Merriwether hates the duty, but he can't complain about the pay. At least research continues to go well. I have confirmed that Indians did indeed have a burial ground of some sort on the site. I hope to conduct a test dig soon.

June 16— The test dig will occur tomorrow. The owner said we could dig in an unused corner of the cemetary as long as the caretaker was present to observe for at least part of the time.

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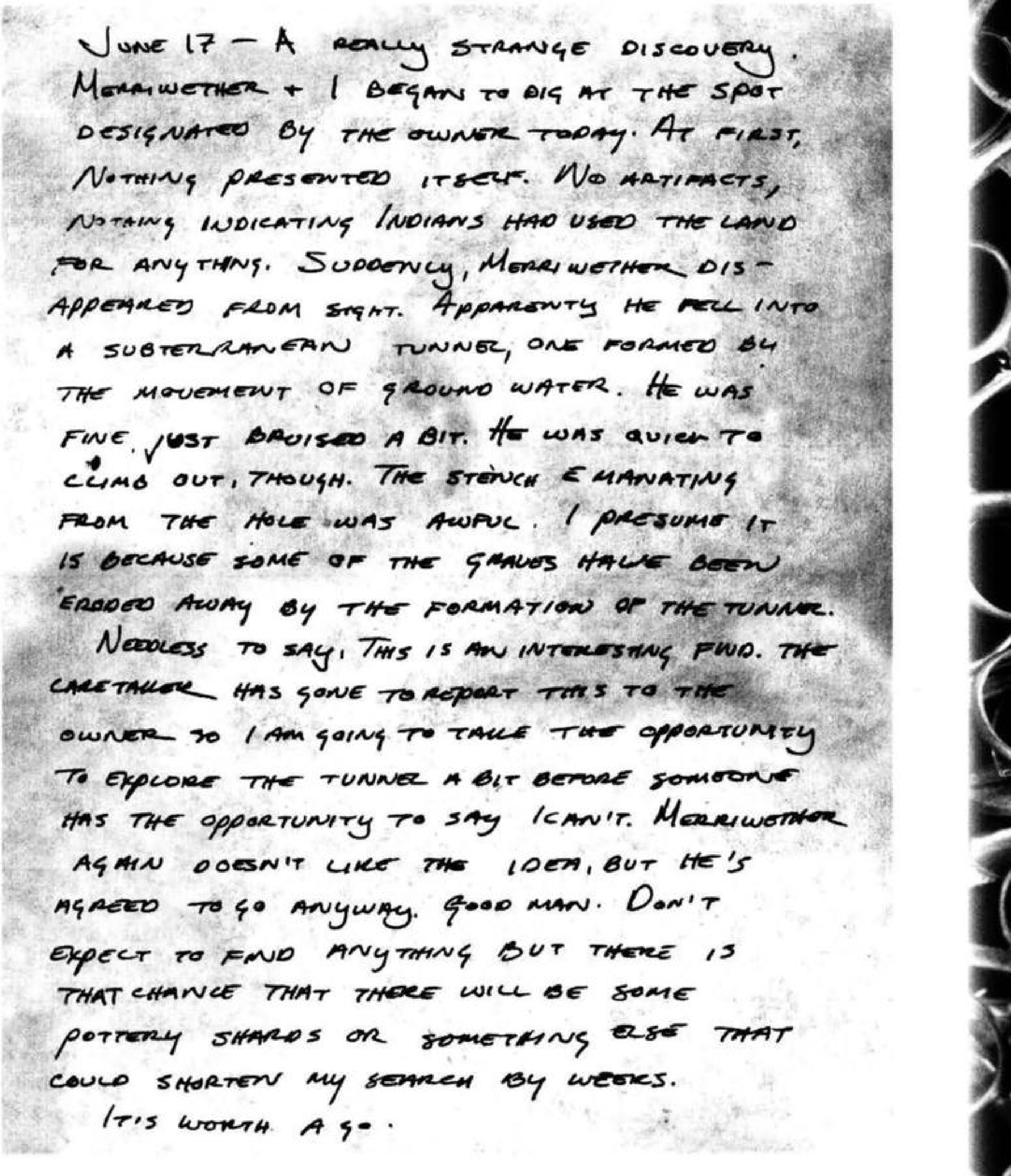
PLAYER AID #3 CONTINUED (PAGE 2 OF 3)



June 17 – A really strange discovery. Merriwether + I began to dig at the spot designated by the owner today. At first, nothing presented itself. No artifacts, nothing indicating Indians had used the land for anything. Suddenly, Merriwether disappeared from sight. Apparently he fell into a subterranean tunnel, one formed by the movement of ground water. He was fine, just bruised a bit. He was quick to climb out, though. The stench emanating from the hole was awful. I presume it is because some of the graves have been eroded away by the formation of the tunnel.

Needless to say, this is an interesting find. The caretaker has gone to report this to the owner so I am going to take the opportunity to explore the tunnel a bit before someone has the opportunity to say I can't. Merriwether again doesn't like the idea, but he's agreed to go anyway. Good man. Don't expect to find anything but there is that chance that there will be some pottery shards or something else that could shorten my search by weeks.

It's worth a go.

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Player Aid #4: Letter from Montague Feister (a.k.a. Ezekial Apcott) dated January 14, 1938

January 14, 1938

Dear Mr. Quigley,

Truly I enjoyed our most recent meeting. I'm glad we are of like mind in these matters. With my assistance, you will be able to grow and learn much faster than you would be able to on your own.

Yes, as you know, I do have much to teach. My knowledge of the occult is great though certainly not infinite. I will be glad to continue to instruct you in the matters we discussed. However, in exchange, I do require the knowledge you possess, though unimportant from your perspective. You can inform me on things I never before knew of, opening doors that have long been closed to me.

Visit me again on Candlemas Eve. By then, I will have something concrete for you. In exchange, be prepared to relate to me some of the secrets of your kind.

Sincerely,

Montague Feister

Player Aid #5: Letter from Montague Feister (a.k.a. Ezekial Apcott) dated November 5, 1938

November 5, 1938

Dear Mr. Quigley,

We have learned much from each other. Much more remains to be discussed and exchanged. However, other matters have come up that require my attention. Please be patient. I will be happy to meet with you again in one year's time. If I can meet you earlier, I will.

Sincerely,

Montague Feister

Player Aid #6: Anonymous note with recent postmark from Greenfield (sent by Jason Kendell)

Sirs,

There is more in Greenfield and Franklin County than what you have uncovered. Keep prodding; keep investigating. Many are in danger and the law won't take notice. You are closer than you can imagine to something horrible, something that must be stopped. Be careful.

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Player Aid #7: Deputy James' report on the Quigley case

Note: spelling errors, poor grammar, incomplete entries, etc. are intentional here (for example, Larry Porthman's last name and Katharine Quigley's first name are misspelled); in the description blocks, "W/M" stands for "white/male" and "W/F" represents "white/female." These are common abbreviations in the reports of this department.

INCIDENT REPORT

Case Report #: 40-A-01247
Date: Sunday, April 14, 1940
Place of Occurrence: 340 Locust Street, Greenfield
Time of Occurrence: 1:00 P.M.
Type of Incident: domestic quarrel

Name: Franklin Quigley
Address:
340 Locust Street
Greenfield, Massachusetts
Description: W/M
Telephone #:
Note: complaintant

Name: Katherine Quigley
Address:
340 Locust Street
Greenfield
Description: W/F, age 28, 5'4", 125 lbs.
Telephone #:
Note: perpetrator

Name: Anne Quigley
Address:
340 Locust Street
Greenfield
Description: W/F, age 4, mongoloid
Telephone #:
Note:

Name: Oliver Perkins
Address:
Description:
Telephone #:
Note: witness

Name: Larry Portman
Address:
Description:
Telephone #:
Note: witness

Narrative:

I spoke with Dr. Franklin Quigley. He said that he got in a argument with wife, Katherine. She left house, taking daughter, Anne, some cash, and their Buick. Dr. Quigley is concerned about child's welfare. Said wife has been acting strangely in recent weeks/months.

A search of the town turned up no sign of mother/daughter. Not seen at train station. Two witnesses at Handsome's Cafe (see above) stated that they saw Mrs. Quigley leaving town in a car. They said she appeared angry.

Child is apparently retarded—possibly a mongoloid baby.

Probable that wife and daughter have left Greenfield. Possibly are leaving Franklin County.

Steven James #111

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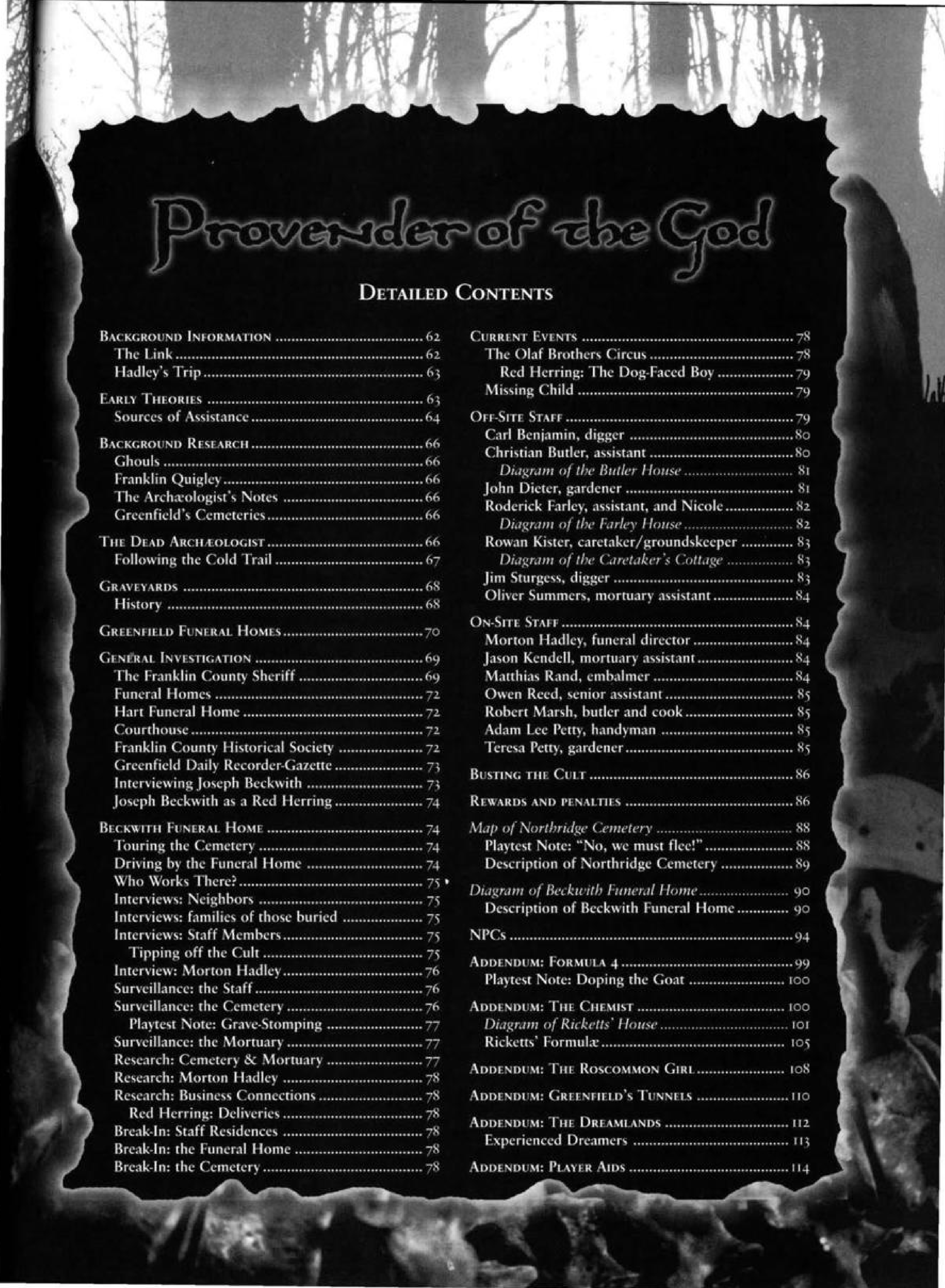
In Memory of An
ne Wife of Samuel
Kelly who died
March A.D.
In y 72 Year
of her Age



Provender of the God

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CHAPTER TWO

Provender of the God

In *Kith and Kin*, the investigators faced a single foe, one with average intelligence that was susceptible to making multiple errors. In *Provender of the God*, the investigators face a much more difficult opponent, one that is entrenched and well established. It is native to the area and has been present for centuries. That opponent–Greenfield's ghoul population.

The investigators will be confronted with what should initially seem to be routine follow-up to the previous investigation. It is during this effort that they stumble into something much more dangerous than Dr. Quigley ever was.

Background Information

In Greenfield, as in other parts of New England, there is a thriving community of ghouls. These are no ordinary ghouls, however; they are a group that is a trying to reestablish a close relationship with their deity, Mordiggian. Once this is done, they will actively assist in furthering the aims of their deity.

As discussed in the resources section, Mordiggian is a Great Old One who has long been banished to the Dreamlands. Except for those rare and brief times in which it is called to Earth, Mordiggian spends its life ruling over the grim dream-city of Zul-Bha-Sair. There, it presides over a cult of ghouls that rules the city, collecting the corpses of all the residents who die each day–there are no cemeteries in Zul-Bha-Sair. The city's human population accepts this as a basic fact of life.

Mordiggian has long desired to return to the waking world, a place it once travelled and could find the corpses it requires. To achieve this end, its followers in the waking world are gradually building their power and influence, waiting for the stars to come right so they can bring their master out of its unjust imprisonment. In the meantime, they are paving the way for its arrival by endeavoring to subvert human morals where possible.

At this point in time, the cult is undergoing a transition. It is in the process of acquiring and developing new magicks. Most will come from the greater ghoul priests in Zul-Bha-Sair. The cult has long awaited this. Up until now, the priests around Mordiggian in the Dreamlands have been very stingy in releasing arcane knowledge. With the excellent progress made in the past century, however, it seems that Mordiggian's cult on Earth has earned enough leeway with the high priests that they may actually be provided powerful knowledge, knowledge that could greatly enhance their ability to act on Earth.

This couldn't have happened at a better time. With the ever-expanding world war as the supreme diversion, Mordiggian's cult is beginning to implement a plan that they hope will one day release their deity and establish for it a foothold and eventually an empire in South America. The plan: to begin the process of modifying their gate to the Dreamlands for the personal use of their grim deity when the time comes for it to return to Earth. The process will take decades, but with the chance of government interference virtually nil at this time, they are better equipped to proceed without annoying interruptions.

By a stroke of fate, Mordiggian's greatest temple is located in a colony belonging to one of the major powers that is losing the war–France. Deep within the dense tropical forests of French Guiana lies a stone temple, one patterned off Mordiggian's temple in Zul-Bha-Sair and influenced by Mesoamerican architecture. There, the cult grows and festers, plotting Mordiggian's return, to the detriment of humanity.

The Link

The investigators are only on the periphery of all this when they begin their investigation in Greenfield. Little do they know, but Franklin Quigley was only an isolated meddler that had no part in the cult's plan nor was he even aware of the formal existence of the cult. He knew there was something unique about Greenfield's ghouls, but not being from this area originally, he was not in on the secret knowledge protected by the cult. His primary concern was how to remain hidden in the human world. In effect, Quigley was a rank-and-file ghoul, albeit one that had elevated himself somewhat above the level of his associates.

In Greenfield, the ghoul population long ago began to feel the influence of the great cult to the distant south. The ghouls here are more organized and worse, they have established footholds within the human community. Quigley was one such foothold, one that was mostly ignorant of what was happening in other parts of the ghoul community except in the most general of terms. As far as the Cult of Mordiggian was concerned, he was an expendable pawn that existed more as a twisted experiment than as any serious attempt to infiltrate the human world.

Infiltration into human society has gone much further than Franklin Quigley. For over twenty years, the cult has operated the Beckwith Funeral Home in Greenfield. A longstanding institution in the community, the Beckwith Funeral Home appears to be a well-run, professional business that caters mostly to the middle and upper class. Humans as well as ghouls operate the business with the human followers serving as the front and the ghouls acting behind the scenes. The humans are more than simple pawns. They are devoted followers, sick and demented individuals who liken themselves to ghouls. Many, in fact, hope one day to make the transition to the true ghoulish state.

Assimilation into the human world is not the cult's goal. It is merely a tool to achieve their true objective: to subjugate humanity to the will of Mordiggian. The ideal world in the eyes of the cult is one where their deity rules over all and humans willingly provide their dead to the cult and its blasphemous sovereign, just as it is in Zul-Bha-Sair. Failing this, they hope to cause cultural and social degradation that would lead to widespread societal acceptance of ghouls and their habits.

The action of this scenario revolves around the efforts of the investigators to uncover the ghoul cult of Greenfield, and the cult's response. Events will be largely directed by the players' choices, with the cult taking appropriate action along the way. While there are a few planned plot events, such as a trip by some cult members to French Guiana, there are no other immediate cult plans to be foiled. There is no ritual to disrupt, no victims to save, no loathsome horror to deter. There is simply the cult, patient and calculating, working beneath the placid surface of the town.

Early Theories

The investigators at this point have a handful of clues left over from events in *Kith and Kin*. These have been summarized on page 49.

One obvious theory that can (and hopefully will) come up is that cemeteries are being victimized by ghouls and that

Hadley's Trip

The leader of the Greenfield ghoul cult, Morton Hadley, (as well as several other key cult leaders from around the world) has been called to the main cult stronghold in French Guiana for an important purpose. Periodically, cult priests are promoted or rewarded due to their good works and accomplishments. Hadley has been singled out as being an effective priest and leader and is about to be so recognized. The trip which Hadley intends to undertake is a final, symbolic test of devotion and he will be rewarded with greater power. The specifics of the rewards and purposes for the trip are provided on p. 63 (in the last scenario, *When Darkness Falls*) under the heading "Hadley's Plans."

The departure date for the trip is September 1, 1940, and Hadley is unsure as to when he and his followers will return. He and his followers know that he is to be rewarded for his service and this may come up private conversations from time to time. Hadley is understandably excited about this.

Note that though the reasons for the trip are not documented (unless the Keeper decides to include some sort of revealing diary somewhere in the campaign), there are two ways to learn of it. One is by eavesdropping on conversations. Admittedly, this is difficult, for it requires an investigator to be hidden in the funeral home in a place where one might overhear cult discussions. Another way to learn is by interrogating Jason Kendell. As a low-ranking and unpopular cult member, Jason Kendell has not been told all of the specific details of Hadley's planned trip. However, if Kendell can be convinced to spill the proverbial beans, he can say that Hadley is going to the central source for all ghoul activity in the world. He will then insert all sorts of conjecture and will genuinely believe all that he is saying (Psychology skill rolls would therefore indicate he is being truthful). The Keeper should allow him to overstate and sensationalize matters, but not so much that he is being implausible. True facts will be intermixed with conjecture so that a fair amount of what he says can later be proven to be accurate. He should be played like a nervous young man who has been victimized for years and merely wants to come clean in order to clear his conscience.

Right now, Hadley is beginning to quietly put his affairs in order and prepare cultists who will remain behind to operate the business. He has also been stockpiling supplies and equipment for the difficult journey through the rain forest to the cult's hidden temple.

Unless the investigators somehow interfere, this plan will proceed unhindered. However, there are a few things that could affect his schedule. If Hadley is killed during this scenario, the cult in Greenfield is crippled and no trip will take place. If the investigators show themselves and prove to be a legitimate worry, the timetable for departure might be accelerated so that Hadley and his major assistants can lie low in South America for a while. Therefore, the cult's group could leave a lot sooner if they feel genuinely threatened.

This is not the first time Hadley and some of his followers have been to French Guiana. They made another, similar trip in 1936. Clues to this past trip exist in several places throughout this scenario, and should help to tip off the investigators about the upcoming return visit.

Dr. Franklin Quigley may have been part of this. If he was, then Greenfield cemeteries are a likely place to check.

A more tangible lead concerns the archæologist's notes found in the basement of the Quigley home. Though no location is given in the notes, a good way to validate their contents is also to check at Greenfield cemeteries.

The investigators should realize that something may still be wrong in Greenfield, and that they are the only ones in a position to intervene.

If the players need additional motivation to act, refer to the section entitled "Next Steps" in *Kith and Kin* on p. 49 for suggestions on ways to spur the story forward.

Sources of Assistance

In *Provender of the God*, there are several potential sources of assistance available to the investigators. Some are ties with the Pagan Publishing campaign *Coming Full Circle*, while others come up during the course of this campaign. All are detailed here.

The Franklin County Sheriff's Department (FCSD)

How or even if local law enforcement ever gets involved in the campaign is an important issue. Franklin County has only one law enforcement agency serving it regularly and that is the Franklin County Sheriff's Department. State Police do patrol main roads, but that is usually the limit of their activity in the county.

Headquartered in Greenfield, the sheriff's department plays the greatest role within Greenfield itself. In addition to providing court security and operating the jail, the department patrols roads and communities throughout Franklin County, though the greatest attention is paid to Greenfield. The sheriff is Bill Taggert, a competent law enforcement professional with many years of experience. Most of his deputies, though not as well trained, are satisfactory by 1940 standards. The FCSD is described in greater detail on p. 69.

The department can easily become an ally, an adversary, or a competitor in this scenario. Ideally, the department will either not get involved or will assist the investigators. On the other hand, it may become a hindrance or even a threat to the progress of the investigation and even to the lives and safety of the investigators.

FCSD as an Ally

To get the FCSD to act as an ally, the investigators will have to convince Sheriff Taggert of the true danger in the community. Sheriff Taggert may be receptive to arguments of this nature as long as they are backed up with hard facts. Hearsay and innuendo will have no effect on him except to turn him against the group. If he does come to believe in the presence of ghouls and/or the threat they and the cult pose, he may cooperate with the investigators. He may even coordinate his efforts with the group as long as he sees this as being in the best interests of the community.

If he is convinced of the investigators' case, he will not want to make it public. There are several reasons for this. He will:

- fear the impact on the image of his department if outlandish stories about netherworldly monsters get out;
- want to avoid creating public hysteria;
- want to avoid tipping off the cult or the ghouls; and
- want to prove that his department can handle the situation without assistance from outside agencies.

Note that survivors of *Coming Full Circle* may already have a relationship established with Sheriff Taggert. Such a relationship could have an impact on whether the sheriff's department becomes an ally or an opponent.

FCSD as an Adversary or Competitor

This is a worst-case situation for the investigators and is more likely to happen than the previously discussed possibility. In short, if the sheriff believes the investigators are involved in illegal or immoral activities, he will take steps against them. Legal measures will be resorted to first, but if he believes it is warranted, he could just run them out of the county. However, this is a tactic that he will hesitate to use against upper-class investigators or those who have powerful contacts in Greenfield or Franklin County (from *Coming Full Circle*).

While the sheriff can be a powerful adversary, he can also be an annoying competitor. If the group leaks to the FCSD plausible information about the cult, then Bill Taggert may order an investigation to commence. This could result in the investigators having to avoid or perhaps manipulate sheriff's deputies. A sheriff's investigation of the cult could lead to the downfall of the investigators. The reason for this is simple: if the sheriff can find no other suspects responsible for the acknowledged illegal activity, the investigators may become scapegoats.

The Franklin County Coroner

As is common in many parts of the United States, this is an appointed position. The current coroner is James Philpot, owner of the Grimes Funeral Home in Greenfield. Philpot's medical knowledge is very limited and he very rarely orders autopsies. He has held the position since 1928.

Mr. Philpot can be an important contact, both because he is the coroner and because he is a mortician. He is in no way affiliated with the cult, though the investigators may be hesitant to contact him out of suspicion. Philpot is very proper and makes a determined effort to portray a clean image to the public. He is always immaculately dressed and has superb manners. Intolerant of others who don't meet his strict standards, he tends to look down on those whose dress and deportment are inferior to his. This has no bearing on his relationship with clients (he is very professional) or with those he deems low class to begin with. However, if the investigators are people of some means yet don't meet his standards, he will perceive this and act in a mildly cold manner in their presence.

If they can get by Philpot's personal biases, he can be of assistance. He can provide information on how funeral homes operate (gained from mortuary work at his funeral home) and can give some information on what other Greenfield funeral homes are like. Though he won't grant the investigators access to records from the coroner's office, he can be an asset.

Dr. Rohrs at the Greenfield Memorial Hospital

Dr. Harold Rohrs is much more personable than James Philpot. He is the chief of surgery at the Greenfield Memorial Hospital and is responsible for conducting autopsies. These are rare which is fortunate for him since he is not a qualified pathologist. If interviewed, Dr. Rohrs will provide any reasonable information as long as it doesn't violate any professional oaths he has taken. He could even actively assist in the investigation, but this is most likely to occur only if Sheriff Taggert is involved and has given approval.

Hart Funeral Home in North Ashfield, Massachusetts

The Hart Funeral Home in North Ashfield is where some action took place in *Coming Full Circle*. Previously known as the Oakes Funeral Home, by 1939 it had been purchased by Roger Hart and renamed. Survivors of *Coming Full Circle* may know Hart and have a rapport with him. Information on Hart and what assistance he can offer appears on p. 72.

Greenfield Area Funeral Homes

Greenfield has six funeral homes. Only the Beckwith Funeral Home is operated by the cult. The other five can be safely approached for information. They are: Williams Mortuary, Hammond Funeral Services, York Funeral Home, Anders Mortuary, and Grimes Funeral Home (owned by county coroner James Philpot). These are all good sources for information, both on how funeral homes operate and on what Greenfield mortuaries are like.

The Apcott and Keeling Families

Survivors of *Coming Full Circle* should have developed a close relationship with the Apcott family and perhaps with the Keelings as well. Amelia Apcott is especially influential since she is respected in North Ashfield and even in Greenfield. She may be able to provide advice on who to contact for information and may be able to exert influence on behalf of the investigators. If they get in trouble, she could be of invaluable service in arranging for bail and attorneys. Readers who are unfamiliar with *Coming Full Circle* can ignore this potential contact.

Jason Kendell

Jason Kendell is a disgruntled cult member who is described in greater detail later. He was born into the cult and now works at the Beckwith Funeral Home. It is an existence he loathes and hopes to escape from.

Background Research

The investigators may conduct research on a variety of subjects at the Franklin County Sheriff's Department, any large university or public library, the Franklin County Historical Society, the Greenfield *Daily Recorder-Gazette*, the Franklin County Courthouse, and elsewhere. During this stage, the investigators will be laying the foundation which may lead to a surprisingly swift conclusion of this scenario.

Ghouls

Transitions is the set of notes compiled by Franklin Quigley and these mention ghouls and their place in the world. The investigators may conduct research on ghouls trying to discover sources that can shed light on this mysterious subject.

The best material can only be acquired through extensive research in a large public or university library's occult section. Alternately, interviewing a professor of occultism, folklore, or mythology may provide some information of use. In either case, this is limited to statements that ghouls are "degenerate humans that feed on the corpses of humans," or that they are "demonic creatures of the night that devour corpses buried in graveyards and mausoleums."

The origin of the term "ghoul" is from the Arabic "algul" which is a kind of demon or spirit that plagues cemeteries. Some stories maintain that ghouls are non-corporeal entities while others indicate they are physical beings. Some even insist they are very human-like and are even known to intermarry with humans. The remains of the dead are their primary fodder, though some traditions indicate that ghouls are not above luring people to their doom. This information can be obtained through books, occult/folklore scholars, or even through a successful Occult or Cthulhu Mythos roll.

Cultes des Goules is mentioned in *Transitions* and is one of several mysterious texts so treated. Other books are mentioned, but usually in passing or in the context of a specific case study. Books mentioned include *The Malleus Maleficarum*; *Compendium Maleficarum*; *The Vampire, His Kith and Kin* (by Montague Summers); *The Witch-Cult in Western Europe* (by Margaret Alice Murray); and any other real-life occult texts the Keeper chooses to include. Some, such as *The Vampire, His Kith and Kin*, specifically mention ghouls while others were apparently studied by Quigley as part of more general research. English editions of all of these can be found if several decent libraries are searched. However, *Cultes des Goules* will not be found nor will there be any listing of it in any available published source. Perhaps existence of it can be confirmed if a lucky investigator interviews the right occult scholar, but said scholar will not know much about the book except that it was published in France in the early eighteenth century. Regardless, readers will clearly see that *Cultes des Goules* is obviously of great significance to the writer, much more so than any other occult text mentioned.

Note that except for *Cultes des Goules*, all of the aforementioned texts exist in real life. None contain any clues directly relevant to the scenario, but the Keeper might be able to obtain copies from a public library or bookstore that could serve as visual aids should investigators seek them out. Their importance to Quigley was simply that he referred to them during his studies or they had some bearing on a specific topic or case study.

Franklin Quigley

Background information on Franklin Quigley is provided in *Kith and Kin* (see page 42). Research on him at this point is useless. He is not tied to the Greenfield cult. Researchers may try to figure out who Montague Feister is (the mysterious correspondent of Quigley's), but will find nothing (survivors of *Coming Full Circle* may have killed him or forced him into hiding).

The Archæologist's Notes

This is a key clue available to the investigators from the outset, assuming they discovered it during the previous scenario. The unnamed author states that he was searching a modern cemetery for evidence of an Indian burial ground. If this is true and if his activity was in the Greenfield area, it is a small matter to confirm it.

First off, one can check to see if there was an archæologist working in the Greenfield area sometime in the past decade or so. Unfortunately, the notes only mention the month of June. No year is given. The archæologist was also apparently in the company of an assistant named Merriwether. This is something else that may be checked out.

Following up on these notes can become an involved subinvestigation. Because of this, it is described separately in the section entitled "The Dead Archæologist."

Greenfield's Cemeteries

A likely early line of research will be to investigate all four of Greenfield's cemeteries. (Note that there are more funeral homes than cemeteries; a number of funeral homes do not have cemeteries of their own, instead buying plots from area cemeteries and providing general funereal services.) This can get rather involved and is described separately in the section entitled "Graveyards."

The Dead Archæologist

The name of the archæologist who wrote the notes found in Quigley's house is Lawrence Carpar. Carpar was affiliated with the Archæology Department of the University of Cincinnati and specialized in Native American archæology, anthropology, and history. His strongest interest was in the native peoples of New England, predating the arrival of Europeans. Research he conducted in 1926 indicated that there was once an Indian burial ground on the site of Northridge Cemetery, the one owned by the Beckwith Funeral Home.

In May of 1928, he was granted a sabbatical from the university and went on a private expedition to Greenfield. Accompanying him was a long-time friend and colleague, Brian Merriwether. A carpenter by trade, Merriwether was a self-educated man who had a fascination with history and sometimes assisted Carpar in his work.

Upon arrival in Greenfield, they checked into the Colonial Hotel on Bainbridge Street. They quickly familiarized themselves with the town and the area before visiting the cemetery. Unfortunately, merely from walking through it, they could find nothing of significance. Their next step was to visit the funeral home.

The staff at the Beckwith Funeral Home was less than pleased that an archæologist was snooping around their grounds. Carpar was very open and honest about his business and since he was perfectly polite and reasonable, they agreed to cooperate. If they didn't do so, they felt it would attract undue attention to them, perhaps bringing them into the public eye.

Dr. Carpar continued his examination of the cemetery. Over the brief period he was there, he began to notice minor disturbances in graves. He reported these to the caretaker who tried to dismiss disturbed soil as being from natural causes: animals, erosion, *etc.* Though still suspicious, Carpar accepted these explanations. (In truth, many of the minor irregularities with graves did have natural explanations, but a few were due to ghoul activity.)

The final straw was when Carpar asked to conduct a test dig. The staff agreed to allow him to do this in an unused corner of the land, believing there to be no ghoul tunnels there. They were wrong. An old, forgotten tunnel was present and Carpar's digging revealed it. Carpar and Merriwether now knew too much. When they entered the strange tunnel to inspect and explore it, the cult arranged for a reception committee of ghouls. They never resurfaced. A cultist later went to the Colonial Hotel, took Carpar's and Merriwether's belongings from their rooms, and departed with them. The hotel staff thought they had skipped out on the bill. A few days later, cash payment arrived for the bill (courtesy of the cult) and the hotel had no reason to make an issue of the matter.

Following the Cold Trail

The investigators, of course, know none of this. All they know is that an unnamed archæologist and his sidekick, Merriwether, were at an unnamed cemetery in an unnamed town in an unknown year looking for evidence of an Indian burial ground.

If the group simply assumes one thing, that the archæologist was in the Greenfield area, then they have taken the first step in following an otherwise very cold trail. If the Keeper provides the anonymous note from Jason Kendell (an option discussed on p. 50) or perhaps exercises the Olaf Brothers Circus option (see p. 51), it is even more likely that the investigators will seek answers in Greenfield. Several things may be looked into.

First, if they deduce the archæologist was from out of town, as he indeed was, there might still be a record of his presence in the registers of Greenfield hotels and inns. A cunning investigator who patiently goes to each of Greenfield's seven hotels need only look for the name Merriwether in the registers. It appears three times in the past twenty years.

The first time is between May 4 and May 6, 1923. Player Aid #1A provides the register entry for the Broad Street Inn. This is an entry for Mr. and Mrs. Quincy Merriwether. The address given for them is 1100 Constitution Court, Boston, Massachusetts. This might be dismissed if the investigator assumes that Merriwether wouldn't bring along his wife. Such an assumption is a dangerous one, but is correct in this case. Furthermore, since the month is wrong, it seems likely this is the wrong Merriwether. Quincy Merriwether, now age 91, still lives at that address. His wife, Marta, died in 1930 of pneumonia. If he is contacted, he will be polite and can confirm that he was with his wife on a tour of New England and were merely passing through the area.

The second time the name Merriwether appears in local hotel registries is between May 27 and June 19, 1928. Player Aid #1B provides the text for the entry. In this case it is indeed Brian Merriwether and he stayed in Room 232 of the Colonial Hotel. Staying for the exact same time period is Lawrence Carpar, but his room number is 234, right next door. There is no address given for Merriwether. However, Carpar's address is given: 3204 Exeter Place, Cincinnati, Ohio. Both rooms were signed for by Merriwether (*i.e.* the handwriting is the same for both entries).

There is no way to track down Brian Merriwether, but Carpar can be traced through his address. A few telephone calls (a Persuade roll is appropriate here) to the Cincinnati Police Department (CPD) will earn some information, but it may take a few days for this to work (Luck or Persuade may play a role here). The call will come from Sergeant Edmond Fowler of the CPD and he will indicate that an old missing persons report is on file for Carpar, one that dates from September of 1928. He will recommend the investigators telephone the University of Cincinnati's Archæology Department since it was the University that filed the report. Sgt. Fowler can provide the telephone number.

A couple of calls to the U.C. Archæology Department will eventually reach a Dr. Milton Pastrick. An old colleague of Carpar's, he can fill the investigators in on who Carpar is. All he knows about Carpar's activities is that he was visiting Greenfield to conduct research and perhaps an excavation on an Indian burial ground. He knows nothing more than this. He will ask if the investigators know anything about Carpar or his whereabouts. If asked about Carpar's personal life, Pastrick will say he was an unmarried man wholly dedicated to his work. The son of a Dayton, Ohio factory worker, Carpar was able to educate and elevate himself to a very respectable level within the academic community. At the time of his disappearance, his parents were both dead and he had no known family (which is why the University filed the missing persons report).

All of this will merely confirm that Greenfield is the town the notes are concerned with. This line of investigation will not give the actual name of the suspect cemetery. The investigators will likely assume that all area cemeteries are suspect.

Finally, the name Merriwether appears a third time. In Room 103 of the Colonial Hotel, Anne Merriwether stayed the evening of October 15, 1937. No address or other information aside from the name is given in the register. She cannot be tracked down (and is totally unrelated to this case except through the connection of her last name).

Keeper's note: a curious investigator is likely to ask a clerk in one or more hotels if all patrons must leave personal addresses. Some hotels require this, others don't. Even those that require that patrons provide addresses can't really force the issue. In cases where a customer is resistant to providing a home address (or perhaps has no home address to give), the hotel almost invariably will acquiesce. After all, most ascribe to the old adage that "the customer is always right."

Questioning Hotel Staff

Seeking information from the staff of the Colonial Hotel may net good results. The one person who remembers Carpar and Merriwether is James Roen, one of the hotel's junior managers. At the time of Carpar's visit, he was a low-level clerk and was present when the two men arrived. What made them notable was not their appearance or demeanor. Rather, it was that they "skipped out" on the bill only to later mail an envelope of cash to settle it. With the cash was a brief note of apology that explained that the men were unexpectedly called out of town due to an "emergency." No further details were given so the hotel considered the matter closed.

Roen thought it was strange since it is almost unheard-of for a guest to skip out on a bill only to pay for it a few days later. To send an envelope of currency only compounded the mildly bizarre nature of the occurrence. Further, he never would have thought that Carpar would have left without paying since he appeared to be a man of some financial means. Confusing the matter even more is the fact that paying the hotel bill in person would have taken only a few minutes, and it is hard to think of an emergency that would have called them out of town so fast that they couldn't take care of this matter. Roen knows nothing of the mens' activities in Greenfield.

The truth, of course, was that the two men were kidnapped and killed by the ghoul cult. As was previously explained, it was the cult which sent the money and note.

Graveyards

Greenfield has four cemeteries: St. Jude's Cemetery, Holcroft Cemetery, Greenfield Cemetery, and Northridge Cemetery. Beneath all of them, beneath the entire town in fact, is a complex network of ghoul tunnels. These tunnels are constantly expanded, altered, and backfilled to suit the changing needs of the cult and the ghoul population. The Northridge Cemetery is owned by the Beckwith Funeral Home and is the only one actually owned by the cult. It is the same cemetery that was investigated by the unfortunate archæologist, Dr. Lawrence Carpar.

History

St. Jude's Cemetery is the town's oldest. St. Jude's Church is nearby and many area Catholics are buried here. Established in 1750, it is large and is expanded every decade or two. Fortunately, it is actually outside the built-up town center. Land is available from local farms to continue expansion for many years to come.

A good source of information on this cemetery can be obtained from the church. Father Daniel Halden is the parish priest. He has been here two years and is a well-respected member of the community. Polite investigators will receive his assistance in their research on his church and the accompanying cemetery. Unfortunately, said research, carried out in the musty church basement, leads nowhere. St. Jude's appears totally normal in all respects. Ghouls are present beneath the ground, but their activities here are very quiet.

Holcroft Cemetery is located in Greenfield and is encircled by residences. Located on a small hill, it is owned by Anders Mortuary. The cemetery was established in 1866 and is now close to being full. The mortuary is in the process of purchasing land outside of town in order to establish a new cemetery. As with St. Jude's, there is nothing out of the ordinary with this one; the ghouls feed here at times, but they don't leave clues.

Greenfield Cemetery is used by all of the area's funeral homes and is on public land outside of town. It is the largest cemetery and was established in 1823. Research on this one turns up nothing out of the ordinary.

The Northridge Cemetery is owned by the Beckwith Funeral Home, who sells plots to other funeral homes as well as conducting its own funereal business. Its history seems normal (but see the next paragraph). Northridge is a medium-size cemetery on the north side of town and generally caters to middle- and upper-class patrons. It was established in 1887.

Investigators looking into Northridge Cemetery deeply may find a key clue. A history text available in many New England libraries and even the Franklin County Historical Society in Greenfield is the source of the clue. Entitled *Links With the Past: the Funerary Habits of the New England Natives*, the author describes Native American burial mounds and burial grounds that can be found throughout New England, New York, and New Jersey. Not only does he describe confirmed sites, but he lists some that are only known of due to legend or because the presence of tribes makes it likely there are unrecognized burial sites in the vicinity. Written by Philip Russell in 1920, it was one of the main sources that led Dr. Carpar to Greenfield in 1928. Greenfield is mentioned in the index and when the entry is found, the reader is rewarded with Player Aid #3. This confirms the presence of an Indian burial ground on the site of the Northridge Cemetery, supporting the archæologist's notes.

Anyone seeking further information from the publisher or author of the aforementioned text will be stymied. The publisher, John Livesey and Sons of Boston, can inform anyone who inquires that Philip Russell is touring Latin America and conducting research on his latest book. Contacting him is, therefore, not possible.

One other source mentioning the Northridge Cemetery may be found independently by a researcher digging through back issues of the Greenfield *Gazette and Courier*. It is also mentioned in the text of Player Aid #3. Like Philip Russell's book, this March 11, 1890 article (Player Aid #4) helps confirm the presence of an Indian burial ground on the site of the Northridge Cemetery.

General Investigation

This stage may be reached quite quickly. Each section is subdivided by locations in Greenfield and Franklin County where information may be sought by the investigators.

The Franklin County Sheriff

Records at the sheriff's department contain nothing of relevance to the case. However, the investigators may seek out crime statistics or reports on past disappearances and murders, believing them to be important. Gaining access to such records is difficult. The sheriff's department will stonewall and inhibit investigators from obtaining access to them. The Keeper may demand Per-

Just paying our respects.

Greenfield Funeral Homes: some particulars

The following information provides some basic information about each of the funeral homes in Greenfield. This is to provide the Keeper some basis for interviews and investigations so that this information doesn't have to be concocted on the spot. The Hart Funeral Home (located in North Ashfield, not Greenfield) may also interest investigators, and is described in the main text on p. 72.

Williams Mortuary

Occupying a large house on the south side of Greenfield, Williams Mortuary is staffed by two full-time morticians (Jackson Wallover, age 34, and Jim Smithers, age 27), a part-time mortician-in-training (Ellen Cramer, age 24), a business manager (Greg Ryan, age 33), and a part-time secretary (Willa Dowding, age 25). Jackson and Jim live on the second floor of the house which is exclusively used as a residence. Everyone else occupies apartments in Greenfield except for Greg, who lives in a small house in nearby East Deerfield. The business was founded by one Marcus Williams in 1900, but was purchased in 1923 by a Philadelphia investor and speculator named Martin Kilbourne (age 64). This is just one of many businesses Kilbourne owns and is one he pays little attention to. If he is tracked down and contacted, he can be reached in Philadelphia (by telephone, letter, or in person), but can provide no information of any use. In all respects, Williams Mortuary appears totally normal and mundane.

In actuality, there are two elements about Williams Mortuary that are unusual. One is simply a bit out of the ordinary while the other is scandalous and vile.

The part-time mortician-in-training is Ellen Cramer. She is an intelligent young lady with a Bachelor of Science degree in Chemistry from Rutgers University. She has a strong background in medicine and the sciences and has some graduate level education in Biology (at the University of Pennsylvania). What is unusual is that she is a woman going into a profession that is generally considered a "man's profession" in 1940. Players who keep the era in mind as they roleplay may consider this noteworthy and check it out, but will find it to be merely interesting, not menacing or suspicious.

What is scandalous is the case of mortician Jim Smithers. He has an unusual sexual attraction to cadavers and chose to be a mortician simply to be around them. If his necrophilia is ever exposed, it will destroy his career and may even close down Williams Mortuary. However, learning Smithers' secret would require the investigators to conduct an extremely in-depth investigation of the business and would almost surely require them to actually catch Smithers involved in some atrocious act in the mortuary's basement. Smithers' disgusting activities are still unknown to the rest of the staff.

Hammond Funeral Services

Owned by 39-year-old Celeste Hammond, she inherited the business upon the death of her husband, Keith, in 1937. She now lives in Worcester and plays no active role in the business.

This is a relatively small operation, but it manages to thrive due to the efficient efforts of Edmond Stalling. He is the business manager and handles all administrative affairs personally with only the help of a part-time secretary, Katy Mathers. The business' only mortician is Richard Moland. Though competent, he is relatively inexperienced, having been hired out of a large funeral home in Providence, Rhode Island only last year. Edmond is of average height and weight and is fifty years old. He lives in an apartment in Greenfield. Katy is age 17 and is a slender, pretty young woman. When not working for Edmond, she is at home caring for her ailing mother, Margret. Katy is in a stressed financial situation and can be very easily bribed (the only income she receives is from the funeral home and from a few investments her mother owns; her father died of liver cancer in 1930). Richard is 25 years old and is of average height and weight. He has a pasty complexion and his skin is slightly mottled, as if he suffered excessively from acne as a child (which is the case). His home is an apartment above Treasson's Goods (a hardware store) in Greenfield.

Hammond Funeral Services occupies the ground floor and basement of the Harrald Clovis Building in downtown Greenfield. Embalming and body preparation occurs in the basement; the first floor contains offices and storage. The other three floors of the building contain office space for other businesses unrelated to the funeral home. Employees of these neighboring businesses have nothing bad to say about Hammond Funeral Services or its staff.

York Funeral Home

York Funeral Home caters mainly to the Catholic portion of Greenfield's population. It is owned and operated by Oliver York, who maintains close ties to the local church and sees Father Daniel (see p. 68) several times a week.

Oliver is a rotund 62 year old who is an excellent businessman, but does not directly involve himself with the everyday matters of the funeral home. He is concerned with the administrative side only, and is a superior accountant. To handle bodies and deal with grieving families, he employs Michael Reed, a professional mortician who worked in a funeral home in Richmond, Virginia for nine years before moving to Massachusetts. Reed is a tall (6' 6"), slender 37-year-old who is competent in his job and is known for being a tactful, soft-spoken man.

In addition to Reed, York employs four grave-diggers on a part-time basis plus a full-time secretary named Geraldine Welch. She is of average height, build, and appearance, and is 22 years of age. Geraldine assists Oliver in administering the business, but she does not involve herself in Michael's job.

The funeral home occupies a large, two-story house, but no one lives on-site. Instead of living quarters, offices and storage occupy the upper floor. The basement is where embalming is conducted. The ground floor contains a chapel and several lounges, meeting rooms, and storerooms.

Anders Mortuary

This medium-sized funeral home is located on the grounds of Holcroft Cemetery. The cemetery occupies a hill and some acreage around it; the funeral home is at the base of the hill.

Owned by the Anders family since 1902, the funeral home was originally founded by William Holcroft in 1866. The Holcroft name is still attached to the cemetery; the Anders name is now applied to the funeral home and related enterprises.

This business has a staff of seven, all members of the Anders family. Forty-year-old John Anders is in charge and is a capable mortician and embalmer. His wife Carolyn, age 32, is the bookkeeper and tends to the needs of grieving families by assisting in funeral preparations, religious services, and the like. Ted (age 33) is John's cousin and acts as a kind of handyman. He drives the hearse, digs graves, maintains the grounds, and purchases supplies. Ted is assisted in some of his duties by John's two children, Lisa (age 14) and Ken (age 12). John's mother, Blossom (age 77), resides in the home, but has no official responsibilities. She often cooks meals and helps in daily chores, but she is not on staff. Finally, the funeral home has a second mortician. This is John's 34-year-old brother Jack who is every bit as capable as John. The funeral home is a two-story structure with private living quarters occupying the whole of the upper floor. The rest of the house is devoted to the business. All of the abovementioned individuals live in the house. Though there is a caretaker's cottage on the grounds, it is unoccupied and is used for storage.

Regardless of who is interviewed here, all appear cheerful and normal, both physically and mentally. John is a very athletic man and is in outstanding physical condition. Jack is the only other noteworthy one here; he has a bizarre and macabre sense of humor. Though he is not likely to display this quirk to outsiders, if investigators manage to eavesdrop on any private conversation he is involved in, he might say some odd things that could (wrongfully) be considered suspicious.

Grimes Funeral Home

Grimes Funeral Home is owned and operated by its chief mortician, James Philpot. He has already been described (see p. 65); Philpot is the county coroner.

Philpot aside, this business is staffed by six men and women. Kevin Ender is a 23-year-old assistant mortician and is a quiet, reserved gentleman. Peter Moore is a nervous and jittery 26-year-old who always appears as if he has had too much caffeine. However, this is simply due to his high-strung nature and is nothing more than a quirk of personality. He acts as the business' bookkeeper. Joshua Rhodes is a 16-year-old file clerk who works only on Mondays, Wednesdays, and Fridays. Paul Chin (age 26) is a second generation Chinese-American who drives the business' hearse and is a general handyman. He is of average height, but is very lightly built. Elaine Woods (age 24) is Kevin Ender's fiance and is a full-time secretary and receptionist. She knows well the inner workings of a funeral home and can provide lots of free information on how such businesses work to amiable investigators who succeed in Persuade rolls. Martha Moore is Peter's 17-year-old sister and she has a part time job working here as a clerk and secretary.

The funeral home is physically very much like Williams Mortuary. However, only Kevin and Paul actually live here. Everyone else lives in apartments in Greenfield except Martha, who lives with her parents on a farm southwest of town, and Joshua, who lives with his widowed mother in a small house near Greenfield's main train station.

suade or Law rolls if the group attempts this. Unfortunately, no records older than twenty years are on file except those involving unsolved felonies. Records older than twenty years are routinely destroyed in order to make room for current cases. Anyone who succeeds in a Law roll (attorneys, private investigators, and law enforcement officers may also attempt Knowledge rolls) will know this is not unusual. Note that stubborn investigators could waste many hours in the fruitless task of searching for useful information here.

Funeral Homes

The investigators may be loathe to approach local funeral homes for information. They may assume all are either in cahoots with the local ghoul population or have somehow been infiltrated. Except for the Beckwith Funeral Home, this is not the case and seeking information at these businesses can be done safely and discreetly.

Any of Greenfield's other five funeral homes (Williams Mortuary, Hammond Funeral Services, York Funeral Home, Anders Mortuary, and Grimes Funeral Home) are suitable places for interviews. Staff at these businesses will answer any and all reasonable questions. They can explain what funeral homes do, what services they provide, and more, but will not elaborate on more grisly details such as how bodies are prepared for burial. If opinions on the Beckwith Funeral Home are solicited, everyone will state (honestly) that it is a well-run organization with quality services. No one knows the truth behind Beckwith's.

Hart Funeral Home

Located in North Ashfield, the Hart Funeral Home is a more secure source of information. Roger Hart may be known to survivors of *Coming Full Circle*. He can explain how funeral homes work and may get into the more private and grim details if he knows and trusts the investigators. However, he knows little of Greenfield-area mortuaries except by reputation. To his knowledge, all mortuaries in Greenfield are well-run and provide satisfactory service.

Courthouse

The courthouse may be visited for any number of reasons. Land records, court and legal records, birth and death records, and more are kept in the various county and city government offices in this building.

Land and business records reveal the following raw facts. Note that to acquire them requires the investigators to convince the clerk via a Persuade roll to do the research. If they happen to be doing it themselves (unlikely, but possible), they must succeed in Library Use rolls. It is up to the Keeper to determine exactly how many rolls are required, and it should be possible for some of the information to be collected and some overlooked.

- The Beckwith Funeral Home was established in 1875 by Uriah Beckwith.
- The Northridge Cemetery, located adjacent to the Beckwith Funeral Home, was opened in 1887.
- In 1893, ownership of the cemetery and funeral home changed to Uriah's son, Joseph Beckwith.
- In 1920, ownership again changed, this time transferring to Morton Hadley; Hadley is the current owner.
- Land records currently indicate that a large house at 1021 Hill Street is still owned by Joseph Beckwith.

Further checking in other offices reveals birth, marriage, and death certificates. Relevant ones are:

- Uriah Edward Beckwith: born to Robert and Sarah Beckwith on January 22, 1804 in Greenfield.
- Uriah Edward Beckwith: marries Isabel Margret Dowling on June 2, 1825 in Greenfield.
- Ellen Ruth Beckwith: born to Uriah and Isabel Beckwith on March 14, 1827 in Greenfield.
- Ellen Ruth Beckwith: dies of "fever" on December 25, 1830 in Greenfield.
- Joseph Samuel Beckwith: born to Uriah and Isabel Beckwith on January 3, 1853 in Greenfield.
- Isabel Dowling Beckwith: dies of "fever" on January 6, 1853 in Greenfield.
- There is no birth certificate for Isabel Beckwith; her death certificate indicates she died at the age of 45.
- Uriah Edward Beckwith: dies of "heart attack" on April 3, 1893 in Greenfield.
- There is no death certificate for Joseph Beckwith (he is still living).

More on this information is given in the section entitled "Interviewing Joseph Beckwith" on the next page.

Franklin County Historical Society

The historical society is located a block from the courthouse and can be easily found. It consists of a large frame residence that has been converted to house a small museum, library, and gift shop. A sign in the front window indicates it is open from 9:00 A.M. to 5:00 P.M. Monday through Saturday and 12:00 P.M. to 6:00 P.M. on Sunday. In actuality, the hours are unpredictable and are dependent on whether or not the proprietor, 68-year-old Alan Weathersby, is motivated to show up. A group Luck roll is required to determine whether or not he is present. Failure indicates that Alan is out to lunch, hasn't yet shown up, or has closed early. Survivors of *Coming Full Circle* may very well be on a first-name basis with Alan and be familiar with his eccentric hours.

The museum section occupies most of the first floor and contains artifacts from the area's history, some of which have been donated or loaned to the society by area residents. The gift shop takes up the remaining portion of the ground floor and sells the usual knick-knacks one would expect. Except for a small office and a bathroom, the second floor is completely occupied by a sizable library containing common reference materials and a large assortment of history texts. Many of the latter have some relevance to area or regional history. Aside from these, a smattering of other books (classic literature, school textbooks, *etc.*) are on hand and local residents may acquire a library card free of charge. Anyone from outside the county may freely peruse the library, but cannot check out books.

The library contains a copy of *Links With the Past: the Funerary Habits of the New England Natives*, the book that identifies Northridge Cemetery as the site of an Indian burial ground. This clue was discussed earlier, on p. 69.

The basement is essentially a large storeroom containing discarded or long-forgotten items. One corner is crammed with crated newspapers dating back to the 1840s. Most are regional newspapers, and these can be accessed by anyone determined enough to go through them. Unfortunately, they are not organized in any understandable manner since no one in the past has shown much interest in them. Slogging through them will be time-consuming and some are in poor condition, having suffered the ravages of small rodents, insects, moisture, and age.

It is these newspapers that may be of greatest value. A copy of Player Aid #4 may be found here by those who know what to look for and who succeed in a Library Use roll. It is a Greenfield *Gazette and Courier* article entitled "Indian Burial Ground in Greenfield?"

The book and the article are the only clues of relevance at the historical society, though the Keeper might want to introduce a red herring here to confound the investigators.

Greenfield Daily Recorder-Gazette

Little of value can be found here, either by reading new papers or sifting through old ones. The storerooms here contain copies of the *Daily Recorder-Gazette* (established in 1932 by the merger of its two predecessors) as well as the *Daily Recorder* and the *Gazette and Courier*. Player Aid #4 can be found here by those who know what to look for (Keeper may call for Library Use roll).

Interviewing the staff may meet with some success. The three main reporters are John Stark, Michael Lowell, and Tim Dannett. They are well-informed and keep abreast of local news and events. However, interviewing them may get them to start investigating the investigators if it seems there might be a story in it.

Any of the three (all are detailed in the NPC section) can be a fount of useful or semi-useful information. Their personal knowledge of Greenfield is excellent and they maintain records on local affairs that are generally kept under lock and key. These files are not for public consumption and often contain gossip and innuendo. Information in these files may be leaked to the investigators if there seems to be an especially good reason for this (Keeper's discretion). The most useful information they may provide concerns the Beckwith Funeral Home. More on that is given later.

They will freely discuss what they know of Joseph Beckwith. This is public knowledge and no secret. In short, each can say that Beckwith is a "rich, old invalid" who lives with servants in a fine home in town. He is reclusive, more because of his physical condition than out of choice. They haven't seen him in years, but he is apparently still greatly limited by the aftereffects of his stroke. All three express surprise that he still lives at the age of 87, even though he supposedly suffered a severe stroke two decades ago.

If the investigators are not careful with this trio, they may become the focus of a newspaper investigation. In such a case, the reporters will be a hindrance and could endanger the investigators. The cult knows all of the staff of the *Daily Recorder-Gazette* and will recognize any who are shadowing investigators around town. This could inadvertently call attention to the investigators, who would then be in danger.

Interviewing Joseph Beckwith

The investigators may assume that the now 87-year-old Joseph Beckwith, former owner of the Beckwith Funeral home, is dead. However, he is very much alive, albeit as an invalid.

Since surviving the stroke in 1920, his condition has improved somewhat, but he still requires full-time nursing care in his home. While in the hospital after his stroke, he sold the funeral home and cemetery to his senior assistant, a mortician named Morton Hadley. He then focused on recovering.

Fortunately, Joseph was a strong specimen and was wealthy. Despite the lingering effects of the stroke he had two decades ago, Joseph is coherent and intelligent. He maintains a reasonably good attitude about his life. Joseph is confined to a wheelchair and spends much of his time in bed. His speech is slurred, but understandable. Many of the simplest tasks of life require assistance. He is physically weak and uncoordinated and requires help to dress and move about his house. His nurse, 54-year-old Amanda Welstock, lives on the second floor of Joseph's house along with the staff: Devon Simon, the butler and cook, and Paula Siergey, the maid. Joseph lives on the first floor since negotiating stairs is too difficult.

Joseph is a moody gentleman. A group Luck roll must be attempted anytime he is approached for an interview. If it fails, he is in pain or in a bad mood or is otherwise unapproachable. In such cases, Amanda Welstock and the staff will not permit visitors. If the roll succeeds, he will happily greet these guests as long as they are not salesmen or otherwise "disreputable." During any interview, a protective Nurse Welstock will be present. She will cut off any visit with Joseph if she deems it to be too much for him to handle (Keeper's discretion). Under absolutely *no* circumstances will she allow him to be alone with the investigators and any attempts to distract or divert her should fail. Joseph will acquiesce to anything she says.

In an interview, Joseph will usually be bright and cheerful. He will answer reasonable questions concerning his family history, the Beckwith Funeral Home, and Greenfield history. Of greatest importance to the investigators is the circumstances involving the sale of the funeral home to Morton Hadley.

Joseph will explain that Hadley was his trusted senior mortician. His job initially was to prepare bodies for burial. In addition to being a qualified embalmer, he was a superior administrator and was truly an asset to Beckwith's business. Hadley apparently came from a wealthy family in Boston and when Joseph had his stroke, Hadley approached him early on with an offer to buy the place. Since Joseph never married and had no heirs, he saw no reason not to. The offer was fair and Joseph needed the extra money to pay for his medical bills and subsequent therapy. The last time he spoke with Hadley was in 1925 when he made his own funeral arrangements.

Beckwith Funeral Home

At long last, the investigators should set their sights on the Beckwith Funeral Home and the nearby Northridge Cemetery. There are many options here and each is described separately.

Touring the Cemetery

Northridge Cemetery is, to all appearances, a normal New England cemetery. The grounds are surrounded by a four-foot high, cast-iron fence that is more a barrier to dogs than to people. Trees are scattered throughout and older sections could almost be termed "wooded." The cemetery is open to the public from dawn to dusk; at any given time, several people may be seen visiting graves here (weather permitting, of course). A stone caretaker's cottage is near the main gate. It is a four-room affair containing a small bedroom, kitchen, bathroom, and living room. This is where the groundskeeper, Rowan Kister, lives. Nearby is a small tool shed.

Anyone touring the grounds can do so without fear. It is not unusual for visitors to enter the grounds, and the cult will not take notice unless they already have reason to be watching the investigators. Unfortunately, no sign of ghoul activity can be found in this manner. Everything appears dreadfully normal.

If groundskeeper Rowan Kister is interviewed, he will appear to be a mundane, working-class man. He is in fact a cultist and will cover this up very well. He has little to say about the cemetery other than that he is glad to work here. If the investigators ask, he can guide visitors to any grave they wish, as he is very familiar with the layout.

Rowan Kister is fifty years old. He is lean and lanky and can usually be seen wearing coveralls and carrying one or more gardening implements. More information on him is in the NPC section.

Driving by the Funeral Home

From the street, the funeral home appears to be an imposing structure of late nineteenth-century construction. It is a three-story stone building on a large, partly wooded lot. This

Joseph Beckwith as a Red Herring

One option the Keeper might find useful is to make Joseph Beckwith a red herring. It is a simple matter to make him look mysterious and even suspicious. Tactics that might perpetuate this will do nothing to change his true nature. Rather, it would play on bigotries and natural gossipy tendencies inherent in some portions of the community.

As the investigators start looking into Joseph's background and present situation, they may come across some unusual things. These combined with the natural fear of the mysterious could have the investigators worried more about Joseph Beckwith than the funeral home. Here are a couple of steps that can be taken to muddle the situation:

- Neighbors know little of Beckwith. They know he is a wealthy invalid, but he never comes out of the house. Some possibly outlandish theories may come out of this. One candidate for such a theory: many neighbors believe Beckwith is actually dead and that his servants buried him in his basement; they now live off his life savings.
- The reporters from the *Daily Recorder-Gazette* and some neighbors doubt the story of a stroke. How can a man live so long after suffering a massive stroke? Perhaps he is actually an imposter? A servant or a long-lost brother?

Note that the rumors can be cleared up by questioning Joseph's doctor at the Greenfield Memorial Hospital (by coincidence, it is chief surgeon Dr. Rohrs) or by visiting the house and speaking with Joseph.

lot is surrounded by a nine-foot-high cast-iron fence. The main gate permits vehicular traffic from the street. A smaller side gate allows direct access (by foot) between the cemetery and the grounds of the funeral home. This side gate is kept padlocked at all times. Visitors are expected to enter through the main gate; the side gate is for the benefit of the funeral home's staff.

A sign at the main gate lists the business hours: 8:00 A.M. to 6:00 P.M. every day of the week. No one is on guard at the gate. During business hours, it is left open and visitors can come and go freely. From dusk to dawn, it is kept padlocked. At all other times, it is closed but not locked. Little else can be seen by driving by. Walking up to the side gate of the cemetery only reveals that it is kept locked.

Who Works There?

The Beckwith Funeral Home is well staffed by people (and ghouls) who are devoted to the cult. There are several ways of discovering who works there. The three reporters at the *Daily Recorder-Gazette* are one source of at least some of the names of staff members. With these names, the investigators can readily acquire those staffers' home addresses by looking in the Greenfield telephone directory (virtually everyone in Greenfield has a telephone). Another source for the identities of staff members are people who live in houses near the funeral home.

One other means of finding out who works at the funeral home is by watching the building from a discreet distance. As staff enter and leave, they may be followed. Many walk to work while some drive.

Just how much of the staff is revealed to the investigators is up to the Keeper. A few should remain unknown at least initially, though eventually all who live outside the funeral home may be revealed to them.

Interviews: Neighbors

Neighbors have no complaints about the funeral home. Some can provide names of staff members. Area children tell ghost stories about the house, but none have any basis in fact. Unless they are totally gullible, the investigators should realize that an imposing funeral home would attract such tales.

Interviews: Families of those Buried

By comparing grave markers in Northridge Cemetery with entries in the telephone book, it is easy to track down relatives of those buried there. The obituary page in the *Daily Recorder-Gazette* is another way to find relatives. If any are interviewed, none have anything negative to say about the funeral home. Every case was professionally and sympathetically handled and Morton Hadley provided personal attention to everything. Hadley is respected by all who have entrusted their deceased loved ones to his care.

Interviews: Staff Members

This is a touchy and dangerous tactic. Except for Jason Kendell (described later), every staff member is a devoted cultist. Therefore, any interview with a staff member must be conducted carefully. If a staff member believes the investigator knows something he or she shouldn't or is asking too many questions, that investigator may be targeted for surveillance or even death. On the other hand, an interview can be done subtly. Perhaps a "random" encounter in a local bar where the investigator strikes up a friendly conversation and asks normal questions (examples: Where do you work? What do you do there?). As long as the questions aren't too suspicious, it may be possible to get away with an interview.

Tipping off the Cult

Sometime during the course of the scenario, it is very possible that the investigators will earn the scrutiny or perhaps even the wrath of the cult. If they are not subtle and allow the cult to notice their activities then the cult leader, Morton Hadley, will likely initiate some measures against them.

Early on, such measures will generally consist merely of learning who the investigators are, by reading hotel registers and by discreetly questioning people they associate with. They may also break into the investigators' homes or hotels (as long as they are in Franklin County) and search for clues there. The cultists are not professionals at such things. In some cases, they might make a break-in look like a robbery. In others, they might try to cover up evidence of a break-in. Successful Spot Hidden rolls in such an event would reveal changes in rooms (chipped paint on window ledges, traces of dirt on previously clean carpet, slight rearrangement of some items, *etc.*). The fact that the investigators are being so treated may motivate them to use similar tactics against the cult. Ideally, the cult will gain no advantage from this sort of tactic, but they will not hesitate to steal notes (especially *Transitions*) and journals. If they find *Cultes des Goules*, it will certainly be seized, but whether or not they recognize (or even care about) other Cthulhu Mythos tomes they might find is up to the discretion of the Keeper.

Later in the scenario, the investigators may prove to be more of a menace to the cult than they are willing to tolerate. In such a case, they make take more drastic steps against the group. This may begin with anonymous threats. Later, they may go so far as to attempt to kidnap or kill investigators. How this is handled is dependent on the actions of the investigators, what the cult knows about them, and the peculiarities of the situation.

Making the rounds.

Unfortunately, there is little to be learned from this beyond very general information.

Interview: Morton Hadley

Morton Hadley may be interviewed, but as a high-ranking cult member he is smart and cunning. He will be wary of anyone trying to get information from him. Worse, he is a supreme con artist, having learned well from his many years as a cultist in the mortuary business. He is immune to lie-perceiving Psychology rolls and his ability to lie is superb. Hadley is described further later, including in the NPC section.

Surveillance: the Staff

An excellent tactic, this allows the investigators to track down who works for the funeral home, what their work schedules are, and where they live. This can lead to further action against staff members later in the scenario if it becomes warranted.

Surveillance: the Cemetery

Watching the cemetery from outside its perimeter is not very productive. During the day, everything is frightfully normal and boring. At night, nothing suspicious occurs—above ground.

Somewhere along the way, the investigators may decide that observing a funeral and then checking out the fresh grave is a good idea. This can be both very revealing and very dangerous.

A funeral occurs on average every few days. Anyone observing or even attending a funeral will see nothing out of the ordinary. The service is routine and afterwards, the casket is lowered gently into the grave. After the mourners depart, the grave is filled by diggers. Observing the grave after the departure of the diggers reveals nothing unusual.

Returning to the same grave that evening can be an enlightening experience. Assuming that the intruders can get in and out undetected, they may learn something important. While the appearance of the grave remains unchanged, anyone listening to the soil above or near where the casket is supposed to be may attempt a Listen roll. The roll is at double the chance if a stethoscope is employed. If the listener succeeds in the roll, he or she may hear the ghouls below opening the grave and removing the casket. The audible gibbering and scrabbling combined with the definite sounds of the casket being moved into the depths of the earth, causes a SAN loss of 1/1D6. Note that the grave will be raided from below by the ghouls between sundown and midnight. The listener must be present at the correct time in order to have any chance of hearing the ghouls—essentially, such an encounter is at the Keeper's discretion.

Playtest Note: Grave-Stomping

During one playtest session, the investigators managed to intrude into Northridge Cemetery at night undetected. They staked out a fresh grave, hoping to detect or observe something unusual. Before long, they heard faint sounds coming from beneath the grave's soil. They quickly concluded that something was tampering with the casket and was moving it deeper into the ground.

One investigator suddenly had a brilliant idea. Once the sounds faded away, he stepped onto the grave and began to stomp on it with his booted feet. With the casket gone and the soil still fairly loose, this obviously posed a danger though the investigator was unaware of it. The Keeper called for a SIZx1 roll to determine whether or not the soil caved in. The result of the die roll was 09 (his SIZ rating was 15). The result: he suddenly plummeted from view into a vertical shaft plunging fifty or more feet into the ground.

What the investigator (and player) hadn't anticipated was that the ghouls were tunneling in *vertically*, not horizontally. He thought that if the grave caved in, he would land on the floor of a tunnel that was no more than five feet or so beneath the ground. Wrong! The entertaining result was that he slid down the shaft (he failed a DEX roll that might have allowed him to stop his descent) until he struck the casket many feet below. The ghouls were below the casket since it was still being pulled into their warren. This dislodged the ghouls causing them, the casket, and the hapless investigator to all plunge to the very bottom of the shaft.

Only three things were in the investigator's favor at this point. The first was that the shaft was narrow. The second was that the casket was between him and the now highly aggravated ghouls. The third was that he had an easily accessible .45 caliber pistol. He began by climbing back up the narrow shaft. The ghouls first had to move the casket, then take up pursuit. Though faster climbers, they were suddenly surprised when they were greeted by pistol fire from a now-shrieking investigator. A few lucky hits later, the lead ghoul died, slowing the advance of those below him and permitting the babbling fool they were after to escape. Once their quarry was above ground, the ghouls were hesitant to come out. This hesitation allowed the investigators to haul out of the cemetery before the cult could react decisively (or even find out who was intruding on their turf).

If the investigators are seen in the cemetery at night by the staff or if their footfalls are heard by the ghouls underground (perhaps because they are lugging heavy equipment, or spend a lot of time pacing about) then they could be in serious trouble. The exact response by the cult may be violent or may only involve surveillance (Keeper discretion).

Surveillance: the Mortuary

As with surveillance of the cemetery, this is not highly productive. During the day, patrons and staff members can be seen entering and leaving. Occasionally, a delivery truck will stop by and drop off crates or drums. Deliveries are made during daylight hours.

Raiding the trash bins when they are set out Thursday evening (trash pickup occurs between 9:00 A.M. and 11:00 A.M. every Friday except for holidays) is of little use. The Keeper can use this as a red herring, but anything that is incriminating (including human remains) are either consumed by the ghouls or incinerated in the furnace in the funeral home.

Similarly, the group may try to abscond with the mortuary's mail. It is delivered between noon and 1:00 P.M. every day except for Sundays and holidays. Again, though it may provide red herring potential for the Keeper, there is no valid evidence here.

Keeper's note: for an optional subplot involving the mail, it is reasonable to assume that once a month Hadley receives a package from Boston containing a vial or two of Formula 4 (described on page 99). The return address label on the package gives the initials "A.R." and the address "455 Roanoake Lane, Boston, Mass." Following up on this by tracking down the address can lead the investigators to the source of the serum. An optional subplot for this, entitled "The Chemist," is given on p. 100.

There is one main benefit here: the investigators will get to know who works at the funeral home and may be able to follow them back to their respective residences. They may also document work schedules. Unfortunately, the down side to this is that the investigators could be detected. If they are sloppy and are seen watching the house or lurking in the area too long, the cult may be alerted and take steps against them.

Research: Cemetery & Mortuary

There is little more to tell about Northridge Cemetery. It was established in 1887 by Uriah Beckwith. This can be discovered by checking land records and deeds on file at the Franklin County Courthouse (see p. 72).

Aside from the information on the Indian burial ground already mentioned, there is nothing unusual in the known history of the land. It has never been farmed and was idle woodland until put to use as a cemetery.

As with the cemetery, little more can be uncovered about the funeral home that hasn't already been detailed previously in the scenario. Again according to records at the courthouse, the structure was erected in 1875 by Uriah Beckwith who immediately put it to use as a residence and funeral home. It still serves that function.

Research: Morton Hadley

No birth certificate on Morton Hadley is on file in the courthouse, because he was born in Worcester, Massachusetts and was raised in Boston. Little documentation of his life exists. Area newspapers occasionally mention his name beginning in 1920 with his purchase of the funeral home. Nothing unusual can be discovered.

Note, however, that if the investigators spoke with Joseph Beckwith, they may have been told that Hadley came from a wealthy family. Actually checking on this reveals no evidence of such familial ties and that in fact his social background cannot be traced. Were he from a prominent family, such information would be well documented in government records and newspaper society pages. Though not damning evidence against him, this inconsistency is just one more suspicious element in Hadley's makeup. (The truth is that the cult fronted the money for Hadley to buy the funeral home; he is from a middle class family that is financially sound, but certainly could not afford to buy this business.)

Research: Business Connections

The funeral home has normal business connections. Following delivery trucks and questioning their drivers reveals that most business is conducted with a hardware store in Greenfield and a mortuary supply business in Worcester. Goods received are what would normally be expected with funeral homes, everything from caskets and clothing to embalming fluid and surgical supplies. Interviewing the sources of goods (Warner's Hardware in Greenfield and Salley Mortuary Supplies in Worcester) does no good. Nothing unusual comes out of such conversations. However, if news of this were ever to get back to the cult, this could reveal the investigators' agenda.

Break-In: Staff Residences

Though hard to justify early in the scenario, as events progress the investigators may decide to risk it (especially if they realize their hotel rooms have been searched). The risk is worthwhile in this case. Many of these residences contain valuable clues that assist in this scenario and in the final scenario, *When Darkness Falls*. More on this is given in the section entitled "Off-Site Staff," on p. 79.

Break-In: the Funeral Home

This may become near-mandatory. The specifics are covered in "Beckwith Funeral Home, Description," on p. 90

Break-In: the Cemetery

Less useful than breaking into the funeral home, this is also ultimately much more dangerous. The specifics are covered in "Northridge Cemetery," on p. 89.

Current Events

While the investigators proceed in their activities in Greenfield and the surrounding area, various events may take place. Most of these are optional and the Keeper must decide what fits in well with the scenario as it is being run. Some of these events are unrelated or are red herrings, while others may serve to motivate the investigators to take action or to take certain types of action.

The Olaf Brothers Circus

Previously described on p. 51, the Olaf Brothers Circus should already have entered town and been encountered by the investigators. However, it is an event that the Keeper may manipulate. The circus can arrive late most any week of the Keeper's choosing and stay for a weekend at the fairgrounds. Presum-

Red Herring: Deliveries

One potentially good way to confuse the investigators–if they need confusing–is to make a lot of out something that is otherwise normal and routine. In this case, it is deliveries made to the funeral home.

This can be employed in a number of ways. Trucks themselves may appear as unmarked vehicles driven by seedy-looking men. Goods observed being off-loaded will similarly take on a sinister air: unmarked steel drums, oblong crates that require several men to move, *etc.* If this isn't enough, a nighttime delivery could be tossed in. This is an uncommon occurrence at the funeral home, but not unheard-of.

In this case, the driver would pull up to the locked gate and honk his horn. A staff member comes down and lets the truck through. The same sinister-looking cargo can be seen being off-loaded. The truck then speeds away at an unusually high speed (because the driver is late on his delivery schedule and is trying to make up time).

If shipments are ever examined, everything will turn out to be routine materials. Drums contain formaldehyde and other chemicals used in the home. Caskets are occasionally delivered (empty) while large crates contain normal supplies.

Red Herring: The Dog-Faced Boy

In addition to the Wolf-Man exhibit at the Olaf Brothers Circus (or perhaps in lieu of it), the Keeper may use the dog-faced boy as a red herring. Circus side shows are widely known to have such attractions. In most cases they are either unfortunate people suffering from some birth defect, physical infirmity, or poorly healed injury. In others, the subject is merely wearing makeup or a mask.

In the case of the Olaf Brothers, this exhibit may be an unfortunate young ghoul or hu-ghoul. Found abandoned on their proverbial doorstep while they were performing in the Hartford, Connecticut area, the circus adopted the boy and soon put him to work. When not serving as an attraction for gawking customers, he performs menial tasks such as sweeping out the big top and cleaning out the animal cages.

Investigators seeing the dog-faced boy may recognize his anthropomorphic features as generally resembling those of Franklin Quigley (when he was not disguised), young Anne Quigley, or perhaps those of a ghoul they have encountered. A successful Cthulhu Mythos roll may also indicate the boy's true parentage.

Named "Tim" by circus owner Georg Olaf, he appears to be around nine years of age. If questioned, he will profess to having no knowledge of his parents or his origin. All he knows is that when he was a baby, he was found wrapped in a blanket in one of the circus's concession stands. At the Keeper's discretion, he may exhibit some ghoulish habits, but otherwise should be totally innocent and ignorant of his past. The Olafs similarly are ignorant. They believe he is merely "deformed" and have no qualms about exploiting this for their economic gain. Though only nine, Tim is a survivor and an opportunist and will do anything he can to earn a few coins from gullible investigators.

If for whatever reason the investigators gain custody of him or manage to get him to a doctor, an examination will prove to be inconclusive. Doctors will likely determine that he is suffering from some genetic mutation, but will not venture any guesses as to how or why this occurred. This is especially true if Tim is a hu-ghoul as opposed to being a full-blooded ghoul. If the investigators, for whatever reason, get Tim out of the circus and do something to give him a semblance of a "normal" life, those responsible for this should gain +1D6 SAN. If they kill Tim merely because he is different, the Keeper is justified in inflicting a SAN loss of -1D6 (or more) on each character involved. No statistics for Tim are provided in the NPC section.

ably, the "Wolf-Man" exhibit would be present and this would be of some interest to the investigators.

There is an option for a red herring here. In the description on p. 51, one exhibit called the "dog-faced boy" was mentioned. The boxed text above suggests how to use it in play.

Missing Child

At any time during the scenario, an article detailing the disappearance of seven-year-old Kate Roscommon can (at the Keeper's discretion) hit the front page of the Greenfield *Daily Recorder-Gazette*. Whether or not she is a victim of the cult (most likely an individual ghoul) is up to the Keeper. The text of the article is provided in the form of Player Aid #5.

If the investigators are motivated to take action (presumably because Kate disappeared in the general area of the Beckwith Funeral Home), they may pursue the matter as a kind of sub-investigation within their overall investigation of the cult. This sub-investigation is described in greater detail on p. 108. Ultimately, regardless of whether or not the cult is involved, the group could exploit the disappearance and get the sheriff to go after the funeral home.

Off-Site Staff

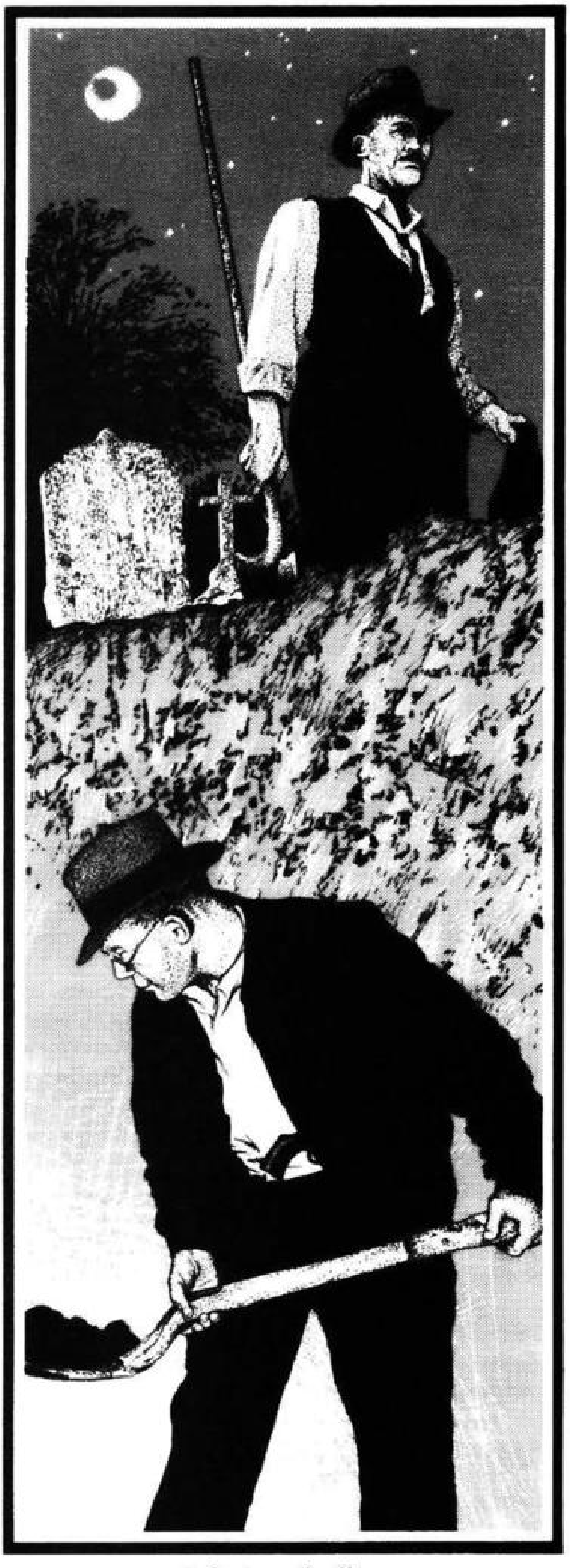
The staff is one area where the cult is vulnerable to the actions of the investigators. There are seven workers who live off-site (though they work each day in the funeral home... "off-site" is just a reference to their living arrangements).

Several tactics may be employed to gain clues and information from the off-site staff. Unfortunately, following them does no good except to reveal where they live, work, and shop. Striking up "friendly conversions" in public places may gain a little information, but nothing of concrete importance.

While the employees of Beckwith Funeral Home may in themselves provide little valuable information, people who know them may be more illuminating. Questioning their friends and relatives in a discreet manner may provide the investigators with good information. Such information is provided with the descriptions of individual staff members.

Ultimately, the best tactic to employ is one the group may be very hesitant to use: breaking into the residences of staff members to search for clues. Such a search may be a discreet one in order to avoid tipping off the worker, or it may be set up to look like a burglary.

What follows are brief descriptions of each residence and what complications there might be in a break-in. It is assumed here that the investigators will wait until the resident has left for work. If this is not the case, that is an added complication. These entries also provide information on what friends, neighbors, and acquaintances might say if interviewed. The workers themselves are further described in the NPC section.



A shortage of coffins..

Carl Benjamin, digger

Carl lives in a small apartment above Johnson's Pharmacy on Grant Street in Greenfield. It can be reached via a fire escape in an adjacent alley or may be reached through a door at street level. This door opens onto a set of stairs that reaches the door to Carl's apartment. Carl is away most days either to work or out with his "drinkin' buddies."

The apartment consists of a living room which is separated from all other adjacent rooms by curtain-shrouded entranceways. Adjacent rooms are the kitchen and the bedroom. A door in the bedroom opens into a bathroom.

Though clean, neat, and tidy, it is obvious that Carl is not a man of means. The few furnishings are old and the floors are covered with a few threadbare throw rugs. Absolutely no clues are to be found in here. The only thing of value is a silver pocketwatch Carl "acquired" from a grave at Northridge Cemetery. In the watch are the initials "T.J.P." Treat this as a minor red herring. The group may assign all sorts of significance to it; there is none.

Keeper's note: if it seems better to elaborate on this, the initials stand for Tara Jane Polter. Her grave marker can be found in Holcroft Cemetery. It simply reads:

TARA JANE POLTER
BELOVED DAUGHTER
BORN MAY 1, 1923
DIED MAY 1, 1938

The daughter of a wealthy Greenfield store owner, there is little of relevance that can be learned about her. Yes, her grave is empty, having been raided by ghouls soon after her burial.

Carl is a quiet man who avoids contact with people outside the cult. The only person who can say anything about him is his landlord, Ronald Johnson. Johnson, the pharmacist who owns the business bearing his name, earns extra cash renting out the apartment to Carl. A successful Fast Talk or Persuade roll will get him to part with what little he knows about his tenant. According to Johnson, Carl is a reliable man who pays his rent on time, keeps the place clean, and causes no trouble. He has absolutely nothing negative to say about the gravedigger.

Christian Butler, assistant

Christian is well-ranked in the cult. He is paid reasonably well by the funeral home and supplements his income by selling items liberated from the dead at pawn shops in Worcester and Boston. Christian is one of several cult members planning to be part of an important trip to French Guiana, the location of the main cult temple. Having been there before, he has items in his small house at 1011

Crittendon Road in Greenfield that are revealing. He also is gradually preparing for the next trip. Note that he purchases any items he wants for the trip in Worcester or Boston (specialized outdoor gear, first aid and medical supplies, tools, *etc.*). Such purchases in Greenfield might call undue attention to him, something he wants to avoid.

Butler's house is a modest single-story brick structure with a small yard. The main room is a living room, but there is also a kitchen, breakfast room, sitting room, two bedrooms, a bathroom, and two closets. Well-maintained, the interior is nicely and comfortably furnished. A cursory search reveals nothing unusual. Only an in-depth search will uncover potential clues.

In a desk in the living room are several items that the investigators may assign some significance to. In one drawer may be found a worn and tattered English-French phrasebook and an English-French dictionary in similar condition. The same drawer also contains Butler's passport. It has been used only once and stamps in it indicate he took a trip to Cayenne, French Guiana in May of 1936.

The bedroom closet contains more. Among the clothes hanging there are light khaki shirts and trousers suitable for use in a jungle or rain forest. Though clean, all are worn and stained from heavy use. In a corner of the closet behind some hanging clothes is a rifle. In itself, this is not unusual. However, if the rifle is examined it can be seen to be a French-made bolt-action design. Specifically, it is a M1916 8mm bolt-action rifle, one of several models employed by France during World War I. A common sight in civilian circles in many parts of the world, it is uncommon (but not rare) to see within the United States. It fires the French-made 8mm Lebel cartridge of which it can hold five rounds. Two boxes of twenty cartridges each are in a shoe box on a shelf nearby. The rifle is not loaded. Its significance is that it was carried by Christian during his first trip to French Guiana. The choice was a good one, since the ammunition for it could be easily obtained in towns in the region. If the rifle is stolen by investigators its game statistics are:

Caliber: 8mm Lebel
Rate of Fire: 1/2
Damage: 2D6+4
Magazine Capacity: 5
Base Range: 110 yards

Action: bolt-action
Reloading Method: stripper clip; side-loading if no clip is available
Country of Origin: France
Year Introduced: 1916

Note: can accommodate a bayonet; none is with it at present
Malfunction Rating: 00

Note, of course, that knowledge of the above rifle is limited mostly to those with a background or interest in firearms. The average investigator probably wouldn't know or care about this item and wouldn't understand its significance. Only investigators with a background in the military (Army or Marine Corps) or law enforcement personnel or military historians and arms enthusiasts should have a reasonable chance of knowing what this rifle is. If no one matching this description is present and no one thinks to look into this weapon, the Keeper is probably best served to mention only that there is a bolt-action rifle in Christian's closet.

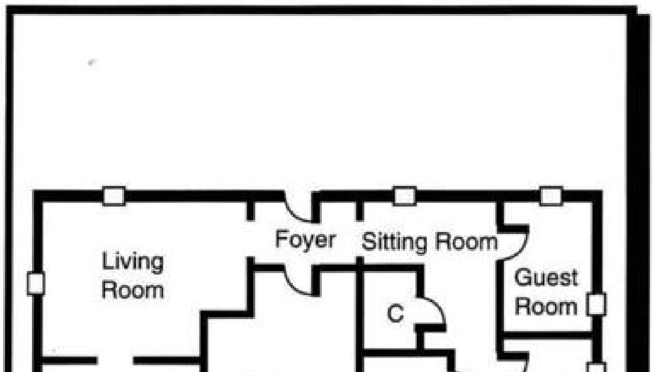
Butler's neighbors can be interviewed, but only know him as a respectable member of the community. He has been sociable and invited them over for dinner on occasion and they have reciprocated the offer. None can claim they know him well, but all believe he is a decent fellow.

Deeper checking into his background indicates that, unlike most of the staff, he was born and raised in Greenfield. Now age 38, he attended Greenfield High School where he graduated in June of 1920. People around town know him and none have anything negative to say. However, what is strange is that it appears he has no close friends and has not dated since his high school days. The reason for him is purely psychological: he has no interest in marriage or establishing close relationships with anyone.

John Dieter, gardener

John's apartment is a nightmare. Located on the second floor of a house at 602B Still Creek Avenue in Greenfield, John's apartment suggests that he seeks to emulate his ghoulish friends.

From the outside, the apartment looks normal except in one respect. All of the windows are shuttered and



THE BUTLER HOUSE

locked. Inside, John has painted over the glass and then closed the curtains, completely blocking out all light from outside. The apartment consists of a living room, breakfast room, kitchen, two bedrooms, and a bathroom. It is absolutely filthy. Piles of unwashed dishes are in the kitchen sink and cover the counters. Roaches are establishing a civilization in the kitchen and are invading other areas of the apartment *en masse*. The bedroom appears to be a mass of unwashed linens and clothes. Nothing illegal can be found here. However, anyone who bothers to look will find a kind of nest in the bedroom closet and that is apparently where John has been sleeping lately. The nest consists of tattered blankets and sheets, rags, and even dried leaves.

Though the apartment is a vile morass, no one has yet noticed or complained about excessive vermin–yet. It is only a matter of time before Dieter's little friends spread outside the confines of his living space and come to the attention of the landlord. Such a discovery should not be made during the course of this scenario unless the group takes an excessive time rooting out the cult (Keeper's discretion). If John's habits become known, he will be evicted and it may even be the subject of local gossip. As such, John might come to the attention of investigators and perhaps even be a needed tie-in to the cult (if the group is having an unusually tough time in the investigation).

Trying to find people who can say anything about Dieter is impossible. He avoids contact with non-cult members, and is only seen in public travelling to and from work and when going out to shop for groceries and clothes.

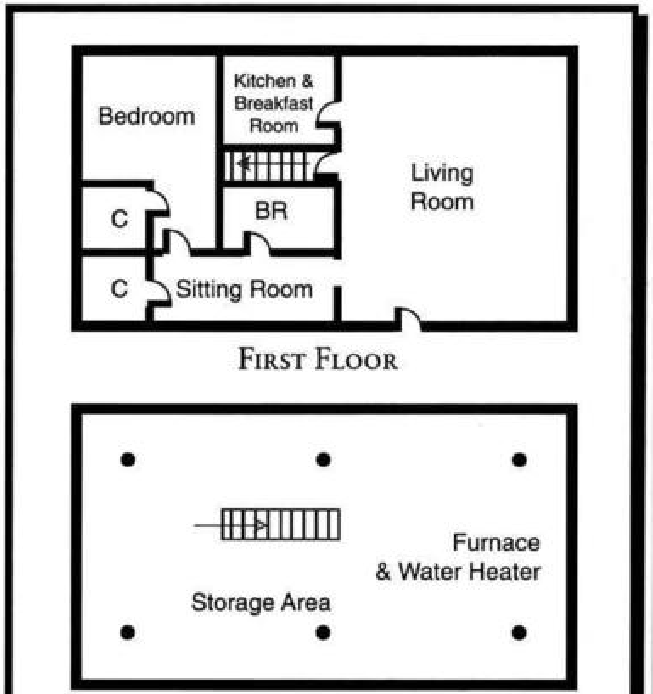
Roderick Farley, assistant, and Nicole Farley

Like Christian Butler, Roderick has been to French Guiana. His house at 539 Armitage Lane in Greenfield contains useful clues relating to the cult's trip there.

The house is a small single-story frame structure. Farley lives there with his wife Nicole. Both are devoted to the cult. On the surface, the house appears presentable. Rooms and furnishings are normal and the Farleys are for all appearances a normal Greenfield couple. Note that Nicole often shops in the afternoon while Roderick is at work, so this is the best time to make entry to the house. However, if the investigators are seen by a nosy neighbor (named Henrietta Fursten), she will call the sheriff and report the burglary. Henrietta is home all the time. If a group Luck roll fails, she happens to be watching out her window when they are trying to break in. She can see clearly all sides of the house except the west side. If her Spot Hidden roll succeeds, she will see anyone entering the house through any side except the one she can't see. Her Spot Hidden skill is 55%. How this scene plays out is wholly dependent on the actions of the investigators. However, it will be 1D6+10 minutes before the first deputy arrives. This response time is halved if gunfire is reported by Henrietta.

The house contains one more obstacle to entry: Roderick's terrier is loose inside. (At the Keeper's discretion, the dog might be seen or heard when the Farleys are entering or leaving the house.) He is a mongrel crossbreed of several terriers and answers to the name "Scratch." Unfortunately, Scratch loves to bark at strangers. He poses no physical threat, but his loud yapping is an annoying distraction that could alert people in the house to the presence of intruders. He automatically detects people who are in the house. Intruders in the yard are detected if he succeeds in a Listen roll (his Listen skill is 95%). His reaction is predictable: loud, annoying, and persistent barking. He is easy to deal with if a heartless investigator is willing to kill him. Drugging or poisoning him is easy since he is always ravenous and will devour any meat placed within his reach. Pharmacies in Greenfield can provide various nasty chemicals that can incapacitate or kill small dogs. Optional SAN loss for killing Scratch is 0/1.

Evidence of Roderick's trip with the cult to French Guiana can be found sprinkled throughout the house. In a desk in the bedroom can be found a stained map of the northern portion of South America. Northern Brazil, French Guiana, British Guiana, Dutch Guiana, Venezuela,

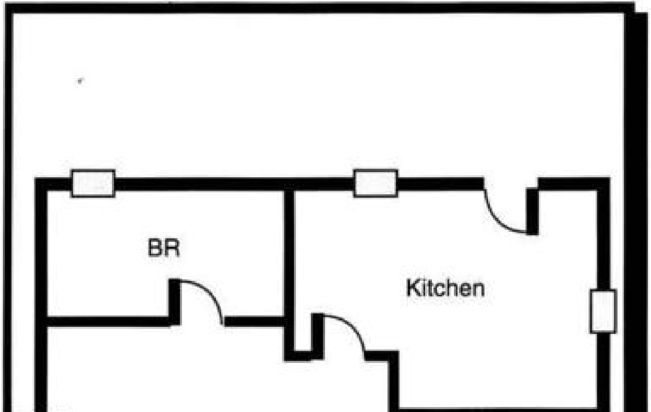


and much of Colombia is shown. The map is of Brazilian manufacture so all words on it are in Portuguese. The copyright date is 1926.

Also in the desk is an old Colt M1873 .45 "Peacemaker" revolver and a box of forty cartridges. This revolver is in a worn leather holster and is loaded. In the same drawer is an English-French dictionary.

On a coffee table in the living room is an ornately carved wooden box with a hinged lid. Brass fittings complete the piece and it is obviously of high quality and perhaps superior value. Within are scores of family photographs. Most are normal and show scenes in Greenfield, Roderick's cousins (who live in Boston and are not cultists), and Nicole's parents (who live in Philadelphia and are also not cultists). However, there are six photographs showing unusual scenes. These appear as Photographic Aids #1-6.

The final location of interest is the basement. It is a single large area with wooden beams and braces supporting the ceiling. Principally a storage area, there are also a furnace and water heater here. One crate in the basement contains a few objects that Roderick used in French Guiana. These include a snake-bite kit, one box of fifty .45 cartridges for Roderick's "Peacemaker," Roderick's passport (described in the next paragraph), a battered folding camera with several sets of unused film, a dented and scorched mess kit, and a hunting knife with sheath.



The passport is of greatest importance. Examination of it reveals that it belongs to Farley and that it is has been used for only one trip overseas. Stamps and notations in it indicate that he visited French Guiana in May of 1936. His port of entry was Cayenne. He left French Guiana in September of the same year.

Interviewing acquaintances of the Farleys reveals that they are well-liked, sociable people who for all appearances are normal. They are good friends to their neighbors, even nosy Henrietta Fursten. In fact, they are protective of Henrietta who is elderly and somewhat feeble. Roderick's charitable nature is known to all and demonstrated by the fact that he helps Henrietta by mowing her lawn and arranging for her groceries to be delivered.

As perhaps the most open and sociable of the cultists, the Farleys have also allowed a lot of information on their personal lives to become public knowledge. Questioning neighbors and even the clerk at the corner grocery store can be rewarded with the knowledge that the Farleys came to Greenfield in 1934 from Philadelphia. People here were told by the Farleys that they were born and raised in that city and that Roderick's father, Robert, was a naval officer in the shipyards there.

Checking on this is easy and involves a few telephone calls to the personnel office at the Philadelphia Naval Yard. The result is disturbing. There is no record of anyone with the last name Farley, civilian or military, having ever worked at the yard.

The reason for this, of course, is that Roderick and Nicole are hiding their past and actually have changed their names to escape a criminal record they have on file in Providence, Rhode Island. They changed their last name to Farley from Fitzgibbons in 1934 before they came to join the cult in Greenfield. In Providence, they are wanted on charges of grave-robbing and assault.

Rowan Kister, caretaker and groundskeeper

Kister's residence is a little tougher to get to than those of the other off-site staff: while he does not live in the funeral home, he does live in close proximity to it. He occupies the caretaker's cottage on the cemetery grounds. This small stone structure is described on page 89. There are no clues there.

People in town know of Rowan and many in local bars claim him to be a good buddy. Further questioning of such people reveals that no one actually knows very much at all about Kister. He is from out of town, but no one is sure quite where he is from or when he arrived.

Jim Sturgess, digger

Jim lives in room #4 of Martha Edderson's Boarding House in Greenfield, and is considered a clean, considerate tenant by the landlady. His room is small, but tidy. Getting to it is hard since other residents of the boarding house must be avoided. Remember that this is not a hotel, so is not open to the public. Anyone who visits is expected to knock on the front door just as they would at any private residence. It isn't worth the effort to get into the room; there are no clues here. Asking Martha about Jim is a bad idea. She will almost surely mention such matters to Jim when next she sees him. Jim would then be more than a little curious and might even inform Hadley.

Sturgess was born and raised in Greenfield. He graduated from Greenfield High School in June of 1916. Since then, he has had several long-term girlfriends and even a fiancé, briefly. Tenants of the boarding house, old high school classmates, former girlfriends, and others in town know Jim to be a kind and considerate fellow who has just never got a break. He has held many odd jobs over the years, but former employers found him to be an unreliable employee (late to work, failed to complete jobs or do them properly, *etc.*). The job as gravedigger at the funeral home has been the one he has been able to hold the longest and though it doesn't pay well, it does permit him to survive.

Oliver Summers, mortuary assistant

Oliver lives in a decent apartment at 414A Bailey Street in Greenfield. He was one of those who made the trip to French Guiana in 1936. Evidence of this can be found throughout his well-furnished apartment.

On the mantelpiece in the family room can be found a large glass jar. The jar contains scores of matchbooks and matchboxes Oliver has collected from his travels. They are from bars, hotels, and restaurants throughout New England and the eastern United States. Only one is from outside this area. It is a matchbox from the Majestic Hotel in Cayenne, French Guiana. (Alternately, this may be found in a kitchen drawer or in the nightstand in Oliver's bedroom.)

In a bookcase in the family room are assorted books, mostly reference volumes and classic literature. Among these can be found a heavily used South America travel guide. The binding is broken open to the section on French Guiana. The section is short, giving only very general information of little use. This travel guide was published in New York City in 1930 and is out-of-date.

A drawer in the kitchen is crammed with scraps of paper. These turn out to be old receipts ranging back as far as 1932. One receipt dating from May, 1936 is for a bar tab at the Majestic Hotel in Cayenne, French Guiana. The rest of the receipts are from U.S. sources.

After his trip to French Guiana, Oliver discarded most of his travel clothing and gear since they were worn out. All that remains is a machete in a scabbard that is in a trunk in his bedroom. It is under some blankets and when examined, can be seen to be dull and worn from heavy use.

Oliver has a normal reputation in town. He was briefly married when he was eighteen, but his wife, Julia Kellogg, died in childbirth. The baby expired a few days later. Now age 40, Oliver has never remarried though he does date occasionally. Gossip hounds in town claim he still misses Julia and that he will never again marry. The truth is that Oliver is no longer attracted to women and only dates to maintain appearances. He hopes to one day become a ghoul and attract a mate in the subterranean world.

On-Site Staff

These are the seven staff members who are almost always at the house or on the cemetery grounds, all of whom live on-site. More on them is given in the NPC section.

Morton Hadley, funeral director

A personable and diplomatic man respected in the community, Morton is a superb liar who is immune to lie-perceiving Psychology rolls. He is further described on page 94.

Jason Kendell, mortuary assistant

Jason was born into the cult and is now a mortuary assistant. His parents, employees of the funeral home, both died in an automobile accident in 1932. He has since been raised by Morton Hadley. He considers his own existence to be vile. He fears ghouls and is disgusted by what he has witnessed and what he does every day. Kendell is available to the Keeper to serve as a potential ally to the investigators. His assistance will be limited to providing information and clues that can guide them in the house. Unfortunately, Jason is weak-willed and extremely tense. In a high pressure situation, he will seize up and effectively suffer from stupefaction. Therefore, he is useless in combat and will not participate in any way.

Matthias Rand, embalmer

Matthias rarely enters public view. He is a gaunt, cadaverous man responsible for embalming bodies and preparing them for burial. His skin color and manner of dress are striking: he is extremely pale, to the point of being almost as white as paper. Strangely, not even veins and arteries show through the flesh. His hair, too, is white. In fact, the only trace of color that can be discerned are his very pale blue eyes.

Despite his appearance, he is not an albino. He is just going through a rather unusual phase of becoming a ghoul, a phase which most do not undergo. There is more to him than this freaky personal appearance. He has a psychological attraction to the color white. He dresses in white, his room and all his belongings are white, and he even keeps a large stock of bleach and white paint under the bed in his room.

Matthias is an extremely dangerous man, moreso than perhaps any human in the entire campaign. He is intelligent, cunning, and merciless. Further, he is physically powerful and exceptionally, almost inhumanly, swift. A large, razor-sharp, bone-handled knife is always in a white leather sheath on his belt and this is his preferred weapon. He carries two smaller blades that are akin to scalpels, concealed in his clothing. So menacing is Rand that he intimidates all cult members, even Hadley and the ghouls. More on him is given in the NPC section.

Though his job is to prepare remains for burial, only a minority of bodies are so treated. Instead, he works in concert with the ghouls to haul bodies to their tunnels for them to later consume.

Owen Reed, senior assistant

Owen oversees the activities of all other mortuary workers and also assists Morton Hadley in his dealings with customers. His interpersonal skills are good, though he is a bit too stiff and formal.

Robert Marsh, butler and cook

Robert Marsh is a rotund man with an ever-present smile who ensures that the house is kept running smoothly. He serves as a butler and keeps the house clean and tidy. A superior cook, he is also warm and friendly and many visitors to the home remember him fondly.

Despite this affable exterior, Marsh is every bit as nasty as the rest of the cultists. His beef stew has no "beef" in it. It *is* delicious, however.

Adam Lee Petty, handyman

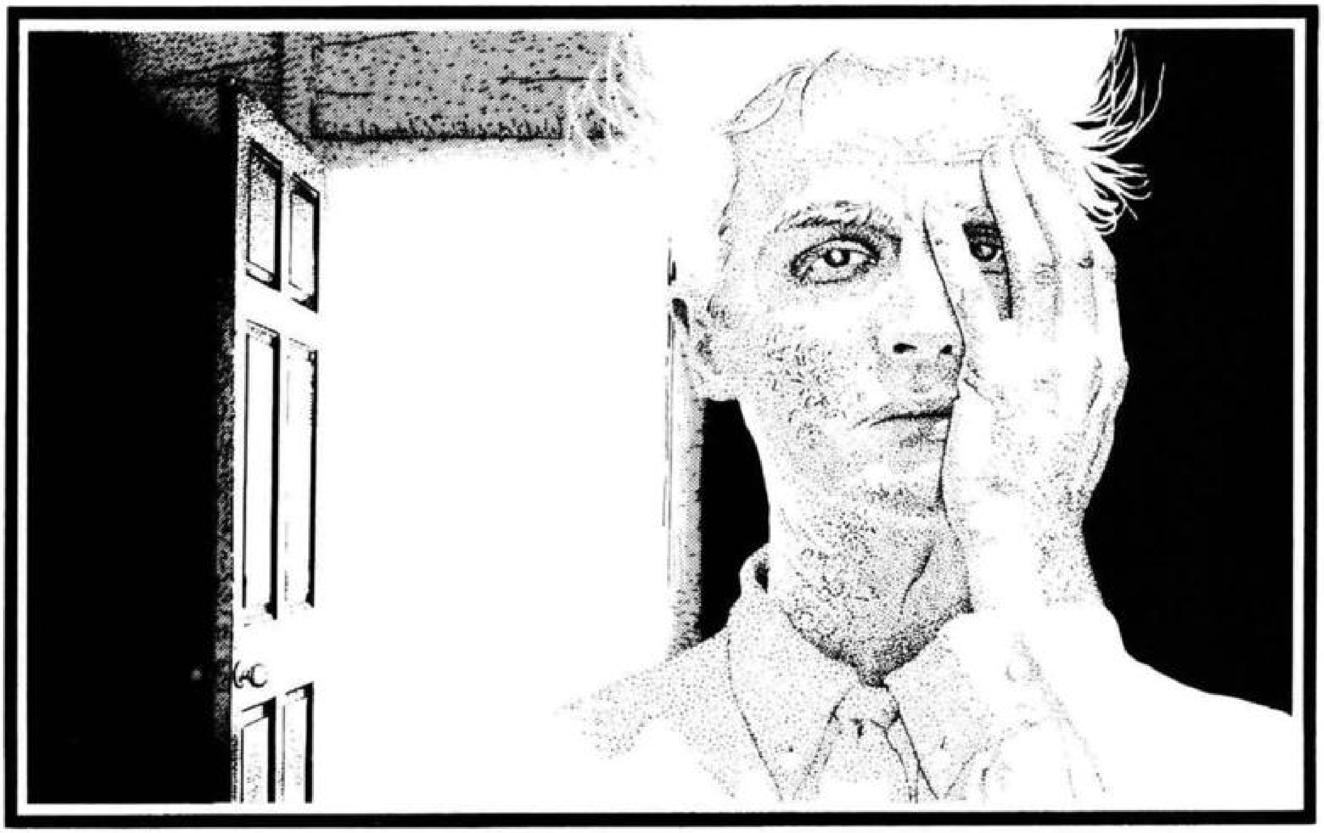
Adam is a black handyman with excellent carpentry skills. He also is a qualified plumber and electrician. His presence is important to the cult since he eliminates the need to call in outside help anytime something breaks.

Of the on-site staff, Adam is the one who spends the most time outside. When not performing maintenance on the interior of the house, he is outside working on the roof, fixing the gate or fence, and even overhauling the hearse.

In addition to being a handyman, he is relied on as a kind of guard. When ghouls cannot deal with a problem without risking public scrutiny, Adam is called in to handle the situation. If he has a chance to arm himself, he will go to the rifle cabinet in the second floor lounge and help himself. He can shoot well with most any rifle, shotgun, and handgun.

Teresa Petty, gardener

Teresa is Adam's wife. Also a cultist, she is a quiet, reserved woman who serves as a gardener and, on occasion, a cook.



Matthias Rand.

She lives with Adam in the funeral home's attic bedroom. Despite her affiliation with the cult, she still harbors some revulsion and fear of ghouls and never ventures into the basement. If confronted and threatened with physical violence, she will babble out some information of use. She poses no physical threat, but will scream if she has a chance to warn the cult of intruders.

Busting the Cult

While completely wiping out the ghoul-cult in Greenfield is probably beyond any reasonable possibility, crippling the cult is well within the means of the investigators. If the human members of the cult can be incarcerated or killed, the ghouls will lose their leadership. Without ties to the human world, they are set back many years. Burning the funeral home to the ground is also an ideal option in that the cult will thereby lose important plans and equipment. The business is not insured so even if some cult members survive, they will find it hard to restart.

The most important people to take out are Morton Hadley and those cult members closest to him. If they are neutralized, the investigators will have done as complete a job as possible.

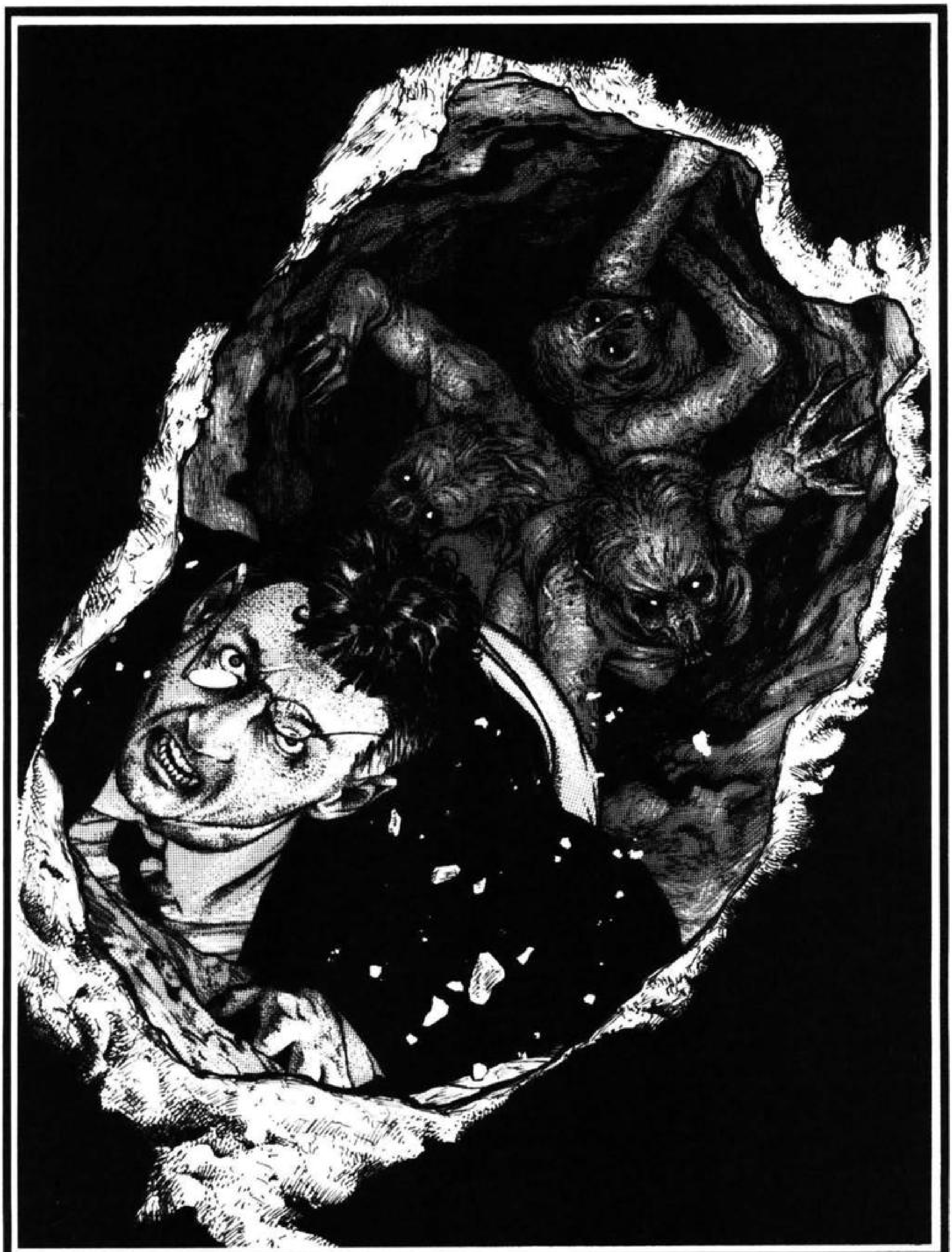
Going after the ghoul tunnels is a fruitless and possibly suicidal task. Unless the investigators can acquire large amounts of mustard gas and pump it into the tunnels, the ghouls cannot be eradicated. Invading the tunnels with armed men places the ghouls at a great advantage, since they can retreat and attack at will. Any who are foolish enough to make a serious attempt to seize the tunnel system will find themselves assailed by cave-ins and by ghouls who tunnel behind the intruders to attack from unexpected directions. Ultimately, there is no need to go after the ghouls. Even if there was a serious threat to them, they can simply retreat deeper into their tunnel system, which some claim is so vast as to cover all of the eastern seaboard.

Of course, breaking the cult in Greenfield does not end matters. The investigators should discover clues concerning the cult's activity in French Guiana. However, rash action could lead to the destruction by fire of the funeral home and the clues it contains. The investigators may even fail to effectively search for clues in the homes of suspected cult members. If so, the Keeper should provide sufficient clues in other ways to lead the group to French Guiana. Such ways include having Jason Kendell provide testimony and even documentary evidence, or allowing the group the opportunity to follow fleeing cultists as they book passage on vessels or aircraft going to Cayenne.

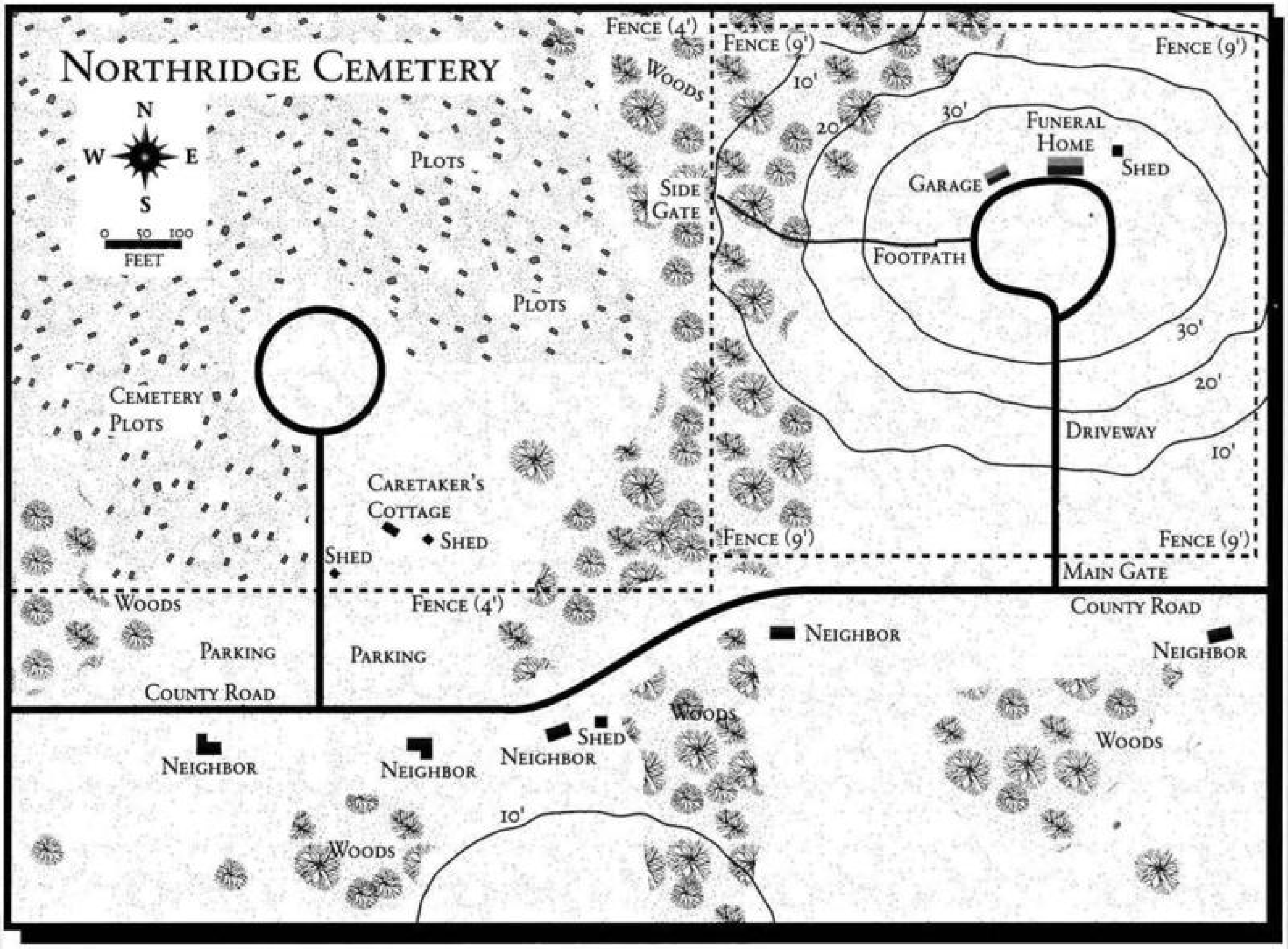
Rewards and Penalties

Action	Result
Burn down the funeral home	+1D6 SAN
Morton Hadley is unmasked and incarcerated	+1D10 SAN
Morton Hadley is unmasked and killed	+1D8 SAN*
Each ghoul killed (the Keeper may want to put a cap on this if many are slain)	+1D6 SAN
Learn of the network of ghoul tunnels	-1D6 SAN
Rescue Kate Roscommon (if this option is used)	+1D8 SAN
Solve the mystery of Kate's disappearance (if this option is used)	+1D3 SAN
Kill Tim, the "dog-faced boy" at the Olaf Brothers Circus	-1D6 SAN
Rescue Tim from the clutches of the circus and enable him to have a "normal" life	+1D6 SAN

* This reward should be 1D10 for those who either have little regard for human life or who the Keeper decides would reasonably not feel guilty about taking human life.



Fresh meat.


NORTHRIDGE CEMETERY
N
W
E
S
0 50 100
FEET
FENCE (4')
WOODS
FENCE (9')
10'
20'
30'
FUNERAL HOME
SHED
GARAGE
FENCE (9')
PLOTS
SIDE GATE
FOOTPATH
PLOTS
30'
20'
10'
CEMETERY PLOTS
DRIVEWAY
CARETAKER'S COTTAGE
SHED
SHED
FENCE (9')
FENCE (9')
MAIN GATE
WOODS
FENCE (4')
COUNTY ROAD
NEIGHBOR
NEIGHBOR
PARKING
PARKING
COUNTY ROAD
WOODS
NEIGHBOR
NEIGHBOR
NEIGHBOR
SHED
WOODS
10'
WOODS

Playtest Note: "No, we must flee!"

During multiple playtest sessions, investigators intruding onto the cemetery grounds or even into the funeral home itself found that they had to run when discovered. In most cases, they parked their vehicle, a medium-size truck, on a side road a half-mile away from the funeral home.

In fleeing the grounds, the investigators faced three main obstacles. First, they had to escape the house and pursuing ghouls and cultists. Second, they had to either get out the main gate or scale the perimeter fence. Third, they had to outrun pursuit and make it to the truck. These constraints made for quite a few tension-filled minutes as the group inevitably scattered, with individuals choosing various options they felt would maximize their chances of survival.

In one case in the late evening hours, a lone investigator sprinted to the east side of the funeral-home grounds. He tossed his shotgun over the fence and managed to deftly climb up and over. However, on the other side he lost his shotgun in the darkness and foliage (thanks in part to a fumbled Spot Hidden roll). This left him unarmed as two or three ghouls approached. The investigator managed to escape into the darkness, but was unable to rejoin his friends since they drove off and left him behind.

In another, more extreme case, the ghouls were hot on the heels of two fleeing investigators when the pair reached their truck. One jumped in the cab and started the engine while his slower companion dove into the back as the vehicle pulled away. Unfortunately, ghouls dove in the back with him. A vicious close-quarters fight broke out in the back while the driver furiously ran down ghouls on the road. The final result was a horribly injured investigator in the back and two dead ghouls. The driver narrowly missed being shot several times as bullets from fight in the cargo area blasted into the cab and whizzed by his head.

The point here is obvious. The Keeper can take advantage of such situations of pursuit in this campaign to increase the tension and suspense. Such opportunities may be especially common here, depending on what options the investigators exercise.

Northridge Cemetery

Caretaker's Cottage

This stone structure is home to Rowan Kister, the groundskeeper of the Northridge Cemetery. Within are four rooms: kitchen, living room, bathroom, and bedroom. No clues are here though a loaded double-barrel 12-gauge shotgun hangs on a wall in the living room. Several boxes of cartridges and a second 12-gauge double-barrel shotgun can be found under Rowan's bed in the bedroom.

Shack

This single-room wooden shack serves as storage for cemetery supplies. Typical items include sacks of fertilizer, gardening implements, carpentry tools, and sacks of grass seed. The shack is kept padlocked to prevent local children from pilfering items.

Cemetery Grounds

The cemetery is laid out in neat, sensible rows of graves and mausoleums. Rowan Kister keeps the area well-maintained. Trees are cared for and trimmed when and where appropriate. Some older portions of the grounds have enough trees that they can be considered to be wooded.

Mortuary Grounds

Garage. The garage is a wood structure providing space for two vehicles. The hearse is sometimes parked here. Also found here is Morton Hadley's black, 1931 Packard Model 833 sedan. This fine, expensive automobile is a four-door vehicle that seats six comfortably. Although nine years old, Hadley keeps it very well maintained and it looks as if it were fresh from the showroom.

Shed. This small tool shed contains supplies and equipment used by the groundskeepers. Fertilizer, gardening implements, tools, grass seed, and similar items are kept here. The shed is not locked.

Parking. This is where the business' hearse is often found. The vehicle is a custom-made 1937 Packard design and is beautifully maintained.

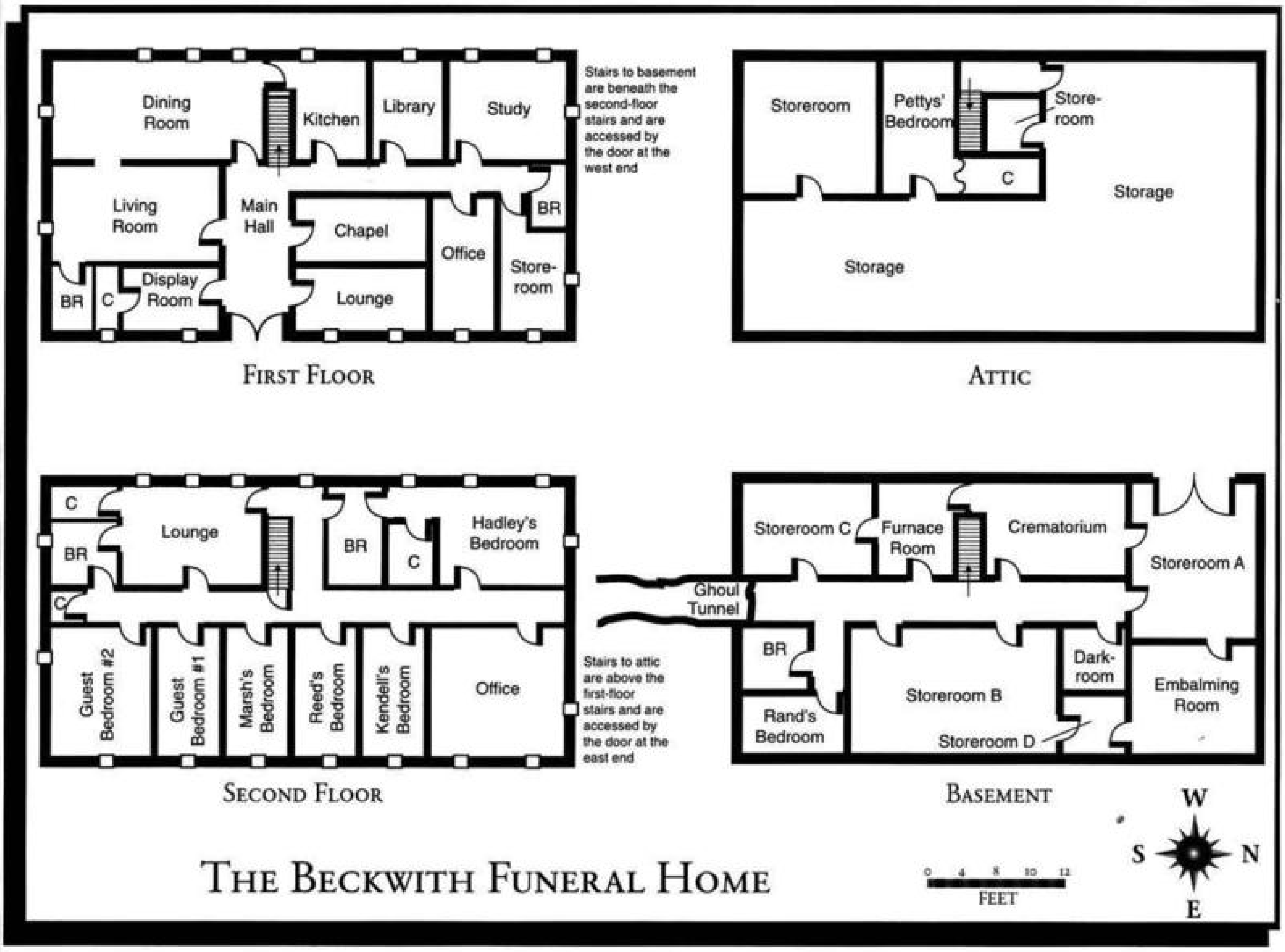
Perimeter Fence. The perimeter is lined with a nine-foot-high iron fence. The fence is sturdy and can be climbed with a single successful Climb roll. Descending the fence requires an additional Climb roll. Anyone climbing the fence is especially vulnerable to being seen or attacked. The fence is broken by two gates only.

Main Gate. The main gate consists of a pair of hinged gates that can be opened to admit vehicles to the driveway. It is kept chained at night. During business hours is it left standing open. Outside of business hours, it is closed but not locked as long as there is still daylight.

Side Gate. Unknown to most Greenfield residents, the side gate allows foot traffic directly from the funeral home to the cemetery. It is used exclusively by staff and is kept padlocked at all times. Groundkeepers and diggers are the ones who use this gate the most.

Grounds. The grounds are well-manicured rolling lawns. Some areas are wooded, but the staff keeps the area clear of all weeds and undergrowth. Movement during the day is hard to conceal due to the general lack of cover, but stealthy intruders at night may be able to crawl to the house unseen. In such a case, they would take advantage of the rolling nature of the terrain plus what trees and other features are present.

House. The funeral home is described fully in the next section.


Dining Room
Kitchen
Library
Study
Living Room
Main Hall
Chapel
Office
BR
Store-room
Display Room
Lounge
BR
C
FIRST FLOOR
Storeroom
Pettys' Bedroom
Store-room
C
Storage
Storage
ATTIC
C
Lounge
BR
C
Hadley's Bedroom
BR
C
Guest Bedroom #2
Guest Bedroom #1
Marsh's Bedroom
Reed's Bedroom
Kendell's Bedroom
Office
SECOND FLOOR
Ghoul Tunnel
Storeroom C
Furnace Room
Crematorium
Storeroom A
BR
Rand's Bedroom
Storeroom B
Dark-room
Embalming Room
Storeroom D
BASEMENT
0 4 8 10 12
FEET
W
S
N
E

Stairs to basement are beneath the second-floor stairs and are accessed by the door at the west end

Stairs to attic are above the first-floor stairs and are accessed by the door at the east end

THE BECKWITH FUNERAL HOME

Beckwith Funeral Home, Description

The Beckwith Funeral Home should be the final target for the investigators. Dealing with it (through personal action, legal means, or some combination of the two) will resolve the situation in the Greenfield area as far as can be reasonably expected.

The home is routinely occupied by as few as six and as many as a dozen human staff members. In addition to this, ghouls are routinely present, but never in a portion of the house that is open to the public.

Morton Hadley owns and runs the business. He takes active part in assisting every client in their hour of grief. This is not out of compassion, though that is the way it appears. Rather, he is trying to judge the likelihood that the body which he is taking custody of may be later exhumed, perhaps due to a criminal case or upheavals in the family's personal lives. Not all corpses processed by the funeral home are given over to the ghouls. Any that might later be exhumed are buried normally and left in peace. A random sampling of others are also legitimately buried.

Hadley lives on the second floor of the funeral home. Also living in the house are Jason Kendell (nervous assistant), Matthias Rand (embalmer), Owen Reed (assistant), Robert Marsh (butler and cook), Adam Lee Petty (handyman), and Teresa Petty (gardener). At all hours of the day and night there is activity of some sort at the house. Activity does decline during the nighttime hours since the home maintains traditional hours of operation.

What follows is a room-by-room description of the house. In this, there are many important clues that intruding investigators may come across. These clues can help lead to resolution of this scenario, but more importantly will lead the investigators further into the campaign.

The Beckwith Funeral Home is a fine, two-story, brick residence that has been converted to serve as a mortuary. Some staff members live within the home, but the first floor and basement are devoted almost entirely to the business.

First Floor

Main Hall. Something akin to a foyer, this carpeted area links most of the rooms on the first floor. A series of framed photographs decorate one wall and show various scenes around the house and cemetery.

Display Room. This side room serves to display the assorted caskets offered by the mortuary. The room is carpeted and has gilded wallpaper. A magnificent crystal chandelier hangs from the center of the ceiling and is the primary light source.

Lounge. This is a lounge primarily designed for the use of guests and patrons. The furnishings are formal, but comfortable and consist of the usual: sofa, two end tables, several chairs, *etc.*

Chapel. The chapel is small and is where visitations and services are held. It sees only limited use by patrons.

Office. This is a large office dedicated to the administrative side of the business. Within are two desks, four file cabinets, and miscellaneous other furnishings. The room is functional and spartan and contains only items and materials that are relevant to the operation of the business. File cabinets contain personnel files, cemetery records, old inventories, tax records, and similar documents. No clues are among these files or in papers in the desks.

Keeper's note: some of the clues found elsewhere in the house can be placed here by the Keeper if the investigators are having difficulties. The point is to allow them a sporting chance to gain sufficient information to proceed in the campaign. This office is probably easier for intruders to get to than Hadley's bedroom or, for that matter, any room on the upper floors.

Living Room. This large room is well-furnished and is for larger gatherings of mourners. Three sofas and assorted other furnishings occupy the room.

Dining Room. This room is mostly for show and sees little use. At times, it is used for staff meetings. The main feature is a large, oval, mahogany dining table surrounded by a dozen chairs.

Kitchen. Adjacent to the dining room is a large kitchen. It was recently renovated and contains modern fixtures and trappings. The pantry is attached to the kitchen and contains shelves of assorted foodstuffs.

Library. The library is a large room with much of the wall space concealed by eight-foot-high bookcases. These are loaded with hundreds of books on a wide range of subjects.

Along with the study (described next), the library harbors clues for the investigators. One bookcase holds two dozen or so books on the occult and paranormal. Some are routine books on spiritualism and a few are classic occult tomes. Both *The Malleus Maleficarum* and *Compendium Maleficarum* are in here, for example. Among these texts are two Cthulhu Mythos tomes, Anyone who knows what to look for either due to a successful Cthulhu Mythos roll or due to information previously gained in the campaign may find *Cultes des Goules* and the Bridewall edition of *Nameless Cults*. Both of these are described in the *Call of Cthulhu* rulebook and in Chaosium's *Keeper's Compendium*. *Cultes des Goules* is described in depth on page 25.

Study. Adjacent to the library, the study is a wood-panelled room containing a large, oak desk and several comfortable, high-back chairs. It is designed mainly for the use of Morton Hadley and a few other staff members. Clues in here are revealing, especially when considered alongside other information in the building.

The main decorative feature of the room are the dozen or so maps that are affixed to the walls. Each is of a different area. Among these is a large map showing French Guiana, Dutch Guiana, British Guiana, northern Brazil, Venezuela, and nearby countries. This map was published in 1920 by the Brazilian government and all notations on it are in Portuguese. All maps on the walls here are relatively new and none predate World War I.

On the desk in the study is a spiral-bound desk calendar for the year 1940. It has seen heavy use with dates circled and notes scribbled all over the place. Even a quick skimming of this reveals that this simply documents mundane appointments and the usual business of the day. However, dates still to come show progressively fewer notes and markings since Hadley doesn't plan many things more than a few weeks ahead of time. Paging through the calendar as far as September, therefore, is revealing. Here, the only marking on the pages for that month is a single red circle around September 1. It is, in fact, the final marking in the volume; the pages for October, November, and December are completely untouched. The date is significant in that it is the time Hadley plans to travel to French Guiana to visit the parent cult (as discussed on p. 63).

Bathroom. This is a standard bathroom that was recently remodelled. It contains a sink, toilet, mirror, and medicine cabinet.

Second Floor

Hadley's Bedroom. Morton Hadley occupies the master bedroom. It is the largest bedroom in the house and has its own walk-in closet and private bathroom. The room is expensively furnished and visitors should be impressed by Hadley's extravagance. The bathroom contains complete bathing facilities as well as the normal fixtures.

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The decor of this room is in the Georgian style with most furnishings being vintage eighteenth-century pieces. One item that contrasts with this is a polished brass oil lamp. Seemingly of similar design as the fabled Aladdin's Lamp, its origin is the Dreamlands. It is one of a few souvenirs Hadley brought back from his trip to French Guiana (and hence to the Dreamlands) in 1936. Any Archæology or History roll made successfully in reference to the lamp reveals it to be certainly of Middle Eastern influence, but the piece appears to be of recent manufacture (it looks brand new). The lamp is filled with oil and functions perfectly when lit.

The closet is of the greatest importance here. A cursory inspection of its contents reveals that it contains clothes and personal belongings. A more in-depth search reveals a .22 caliber, single shot, bolt-action varmint rifle behind some hanging clothes. It is not loaded and a box of fifty cartridges is on a shelf nearby. If the closet is actually searched for a few minutes, a shoe box on the top shelf will be found. It contains two- to three-score photographs. Most were taken in or around the funeral home. However, four are important in that they were taken in French Guiana. In fact, three of them were taken at the cult's main compound deep within the rain forests. The fourth was taken outside a bar in Cayenne named La Rame Fauché . See pp. 120–121 for more information on these photographs.

On the same shelf as the shoe box is a long, carved teak box with shiny brass fittings. The box was imported from Siam and is obviously of some value. Inside are two items wrapped in silk. The longer of the two is a simple wooden flute. It is enchanted and can be used in the course of casting the spell Dampen Light.

The second item is a curved dagger. The blade is made of nickel (a successful Geology roll confirms this) and the scabbard of silver. The hilt and pommel are brass. The design appears to be of Middle Eastern origin, but a successful Archæology roll (or a successful History roll made at half its normal rating) will reveal that the blade is not truly from that region. Though apparently influenced by Arab culture, the blade cannot be placed in any known ethnic group. The logical conclusion is that the item is counterfeit. This seems even more reasonable when it is realized the blade is made of nickel. In truth, the dagger is from the Dreamlands and is enchanted. It is a necessary ingredient in the casting of Summon/Bind Dimensional Shambler. In combat, treat it as a fighting knife doing 1D4+2 damage.

Note that if Hadley is forced to flee or otherwise departs Greenfield, he will try to take these two enchanted items with him. They are difficult to replace since he lacks the powers and skills to fabricate them.

Kendell's Bedroom. This smallish bedroom is occupied by Jason Kendell. The furnishings are sparse, only a twin-size bed, small table, chair, footstool, and two chests are in here. The walls are bare.

Reed's Bedroom. Owen Reed has occupied a medium-size bedroom containing a single twin bed, chest of drawers, armoire (wardrobe), trunk, desk, and leather swivel chair. The armoire is present in lieu of a closet. There is nothing in here of note.

Marsh's Bedroom. Similar to Owen Reed's bedroom, this one differs only in basic appearance.

Guest Bedroom #1. This medium-size room contains a pair of twin-size beds, a dresser, desk, chair, and nightstand. A throw rug covers much of the floor. The room is kept ready in the event the funeral home has overnight guests (a rare occurrence).

Guest Bedroom #2. Similar in content to the previously described room, the main difference is that the twin beds have been supplanted by a single king-size bed.

Bathroom. This is a large bathroom containing a sink, toilet, bathtub, and mirror. A small closet is in here containing bathroom supplies as well as a mop, broom, and pail.

Lounge. This room is meant exclusively for the use of the staff. The floor is covered with a large carpet and the furniture is somewhat worn, but comfortable. A large console radio dominates one corner and nearby is a phonograph player and a selection of popular record albums. Near the door is a large walnut-and-glass rifle cabinet containing a dozen or so long arms. Most are sporting rifles and shotguns, but there are also four French-made M1916 8mm bolt-action rifles here. These will be taken by the cultists on their next trip to Cayenne if they are not stopped during the course of this scenario. Boxes of ammunition and cleaning kits for all these weapons are in a drawer at the base of the cabinet.

Office. This office supplements the one on the first floor and is where Morton Hadley does most of his work. It contains a desk, file cabinet, table, two chairs, and small bookcase. The latter contains only reference materials and mail-order catalogs.

Perceptive investigators can obtain several clues from this room. The desk is cluttered with all sorts of routine paperwork. In a stack of innocuous-appearing documents is a letter. Still in its original envelope, it is from Stephan Larousse. The letter says nothing of who Larousse is, but the envelope bears the seal and return address of the French Embassy in Washington, D.C. Player Aid #6 is the text of the letter. Note that if the investigators later try to track down Larousse, they will be informed by personnel at the French Embassy that Larousse no longer works there and is believed to have joined the Free French forces in England.

More can be found in the desk. In the bottom, left-side drawer is an unmarked brown nine-inch by twelve-inch envelope. This contains passports belonging to Morton Hadley and Daniel Wallis. Stealing Hadley's passport will prevent him from leaving the country until it is replaced (a process that will take a few to several weeks). Better yet, examining it is very revealing.

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Stamps and notations within indicates it has used only once. It records a trip to French Guiana in May of 1936. The port of entry was Cayenne. The second passport belonged to a colleague of Hadley's (also a cultist) who died of typhus while in the wilderness. Wallis should be untraceable to the investigators and the presence of his passport is a loose end that may worry the group throughout the rest of the campaign. Although Hadley's passport bears a stamp of re-entry into the United States, Wallis' passport has no such stamp; this suggests that he never left French Guiana, even though his passport is here.

Also in this drawer, among other papers, is an envelope containing a one-page letter. The envelope has no return address, but does bear a cancellation stamp from Cayenne, Guyenne Française for May 2, 1940. The text of the letter is provided in Player Aid #7.

The mail-order catalogs in the bookcase are another clue. Anyone thumbing through them will almost certainly notice that advertisements for outdoor gear are circled in red. This includes a wide variety of items, all apparently for use in hot, humid climates (such as French Guiana).

Finally, there is a military-issue, water-resistant map case hanging on a hook on the back of the door. It contains a large map of French Guiana that was published by the French Army in 1930. The map lacks detail since the colony is poorly explored, but on it is marked a route from Cayenne to a point deep in the wilderness. Cayenne and that point are circled. If the map is taken, it can be used to adequately navigate to the secret cult stronghold in French Guiana.

Keeper's note: if the investigators fail to enter this room or properly search it, clues here may be placed elsewhere in the house. Ideal places are the basement storeroom, the office on the first floor, and Morton Hadley's bedroom. In order to give the players a sporting chance, make it reasonable for them to gain sufficient clues to lead them to French Guiana.

Attic

Pettys' Bedroom. This tidy bedroom belongs to Adam and Teresa Petty. When not puttering in the garden or doing chores, Teresa is very often here reading a dime novel. The room is rather spartan and contains little more than the essentials: large bed, nightstand, table, two chairs, and two large trunks. One end of the room is cordoned off by a black curtain. The space behind the curtain forms a closet and is where the Pettys hang clothes and store other belongings. Hanging on brackets in the wall above the door to the room is a single-barrel 20-gauge shotgun. It is loaded with buckshot and three dozen more cartridges are stored in some coffee cans under the bed.

Storage. The storage area of the attic is well-organized thanks to Teresa Petty. It contains crates and boxes of old clothes, linens, and dishes, and also houses unneeded furniture and carpets. Aside from a few cobwebs in the rafters, the area is reasonably clean.

Basement

Rand's Bedroom. Matthias Rand's bedroom is very odd. It is *completely* white. The walls and ceiling are painted white and the floor is covered with white tile. The steel frame bed is painted white and the mattress is covered with white sheets and a white blanket. The room's only other furnishings are a nightstand and a large chest, both painted white. The chest contains normal clothes, but these too are white. Beneath the bed are four cans of white paint (even the cans themselves are painted white) and six unlabeled clear glass jars of bleach (being unlabeled, intruders cannot determine what is actually in each of these jars until they are opened and smelled).

Rand has an unnatural and even psychotic attraction to the color white and insists on arranging his room in this precise manner. He keeps his quarters immaculately clean. More on him can be found on p. 84 and in the NPC section.

Crematorium. This large area contains two ovens used to cremate bodies. The oven doors are steel and caskets are slid into them along a kind of conveyor-belt arrangement. The room is usually empty except for a couple of caskets against one wall. Note that few bodies are actually cremated. Instead, animal carcasses, kitchen scraps, and other material are burned to produce the ashes the home provides to the bereaved. In the meantime, the corpses are stolen and hidden away in the ghoul tunnels. Laboratory analysis of "human" ashes from Beckwith Funeral Home should reveal that they are not from cremated human remains.

Embalming Room. Though it appears that this room would be found in a hospital, all the equipment is designed for the express purpose of embalming corpses. A steel table with a drainage system is in the center of the room and arranged around this are vats of formaldehyde, trays and tables of implements, and more. Glass-and-steel cabinets line one wall and contain extra supplies and equipment.

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Furnace Room. This small room contains the coal-fired furnace that provides heat to the building on cold days. A coal chute and coal bin are in here as well as the furnace.

Photography Lab. This small area is little more than a dark room and accompanying storeroom and work area. It sees little use by the staff. Chemicals in here are quite flammable and may therefore be exploited by arson-minded investigators.

Storeroom A. This is an entrance area to the basement. The double doors in the north wall open onto a concrete ramp that goes up to the driveway outside. This is where caskets (both empty and occupied) are moved in and out of the structure. Crates and drums of supplies are also brought in through this entrance. When not in use, the doors are kept locked and are barred on the inside. Caskets and crates of mundane supplies are stored along the walls.

Storeroom B. This large storeroom contains a wide assortment of materials and items employed by the funeral home. Caskets, drums of chemicals, crates of clothes and linens, and crates of medical instruments and medical supplies are typical things found here. Among these are several wooden crates containing supplies earmarked for the upcoming cult trip to French Guiana. These crates contain clothing, provisions, 8mm Lebel cartridges, snake-bite kits, mess kits, tools, rope, machetes, backpacks, and other supplies and equipment. Most of the gear appears new, though some shows signs of heavy use.

Near the door are several locked steel storage lockers. Each contains assorted chemicals and medical supplies including drugs. One locker's contents are unusual, however. It holds drugs and chemicals that one would not normally associate with funeral homes. Glass vials marked "morphine" and "cocaine" are here in some quantity and there are four vials cryptically marked "Formula 4." Formula 4 and its importance are described on p. 99. This locker also contains flasks of extremely destructive acid including potent varieties of hydrochloric and sulfuric acid. Anyone succeeding in a Chemistry skill roll (or perhaps a modified Knowledge roll) when viewing these will realize they are very dangerous if exposed to bare tissue. Four six-ounce-capacity flasks of each acid are stored here. If hurled onto a human or ghoul, one ounce of acid does 1D6 damage distributed equally over a period of six rounds. Clothing provides one point of protection against acid, more if it is made of a material that is especially thick, durable, or resistant.

Keeper's note: as an option, the discarded packaging from a recent shipment of Formula 4 can be in a waste basket in this room. The torn cardboard box would still bear Arnold Ricketts' return address. This would serve to lead the investigators into "The Chemist" (see page 100). Similarly, this packaging could be found in the wastebasket in the first-floor office.

Storeroom C. This is a cold storage room. It is partitioned off with curtains into two main areas. The western side is a morgue where corpses can be kept. Several steel tables occupy this area. No bodies are in here since most are swiftly smuggled into the ghoul tunnels. Those bodies that do find their way into coffins and are buried are generally for open-casket funerals, and are then recovered by ghouls underground.

Storeroom D. This is a medium-size storeroom containing normal supplies, including office supplies and excess furniture.

Tunnel to Ghoul Labyrinth. The access point to the ghoul tunnel is only barely concealed. A hole has been knocked out in a wall at the end of a corridor and this hole opens into a tunnel the ghouls have burrowed to the basement. The tunnel is a six-foot-diameter tube. The hole in the wall is covered by a heavy piece of burlap which is, in turn, covered by a black curtain. In front of this is a set of wooden shelves on which are stored clean linens. Anyone in the corridor who looks toward the hole will see the curtain and shelves, but simply pulling the curtain and burlap aside reveals the hole. A perceptive investigator who succeeds in a Spot Hidden roll in the vicinity of the shelves may notice scrapes on the tiled floor indicating that the shelves have been dragged or moved away from the wall many times. A kind Keeper might also allow investigators to attempt Spot Hidden rolls to either feel an unusual draft or see the curtain flutter slightly (and inexplicably) as air moves between the house and the tunnels.

NPCs

JOSEPH BECKWITH

former owner of the Beckwith Funeral Home, age 87

Described: p. 73

Nationality: American

STR 4 DEX 4 INT 13 CON 5 APP 6 POW 7

SIZ 8 EDU 19 SAN 35 Luck 35 HP 7

Damage Penalty: -1D6

Education: B.S. in Biology from Boston College

Skills: Accounting 36%, Anthropology 15%, Bargain 45%, Biology 20%, Credit Rating 66%, History 37%, Law 15%, Natural History 27%, Pharmacy 30%

Languages: English 95%

Attacks: none

MORTON HADLEY

funeral director and cult priest, age 50

Described: p. 84

Nationality: American
STR 12 DEX 12 INT 17 CON 14 APP 15 POW 17
SIZ 13 EDU 15 SAN 0 Luck 85 HP 14
Damage Bonus: +1D4
Education: B.S. in Chemistry from the U. of Connecticut
Skills: Anthropology 14%, Bargain 50%, Boating 40%, Biology 25%, Climb 55%, Credit Rating 51%, Cthulhu Mythos 36%, Drive Automobile 33%, Embalming 56%, Fast Talk 77%, First Aid 50%, Hide 36%, History 41%, Jump 30%, Law 18%, Library Use 55%, Listen 60%, Medicine 30%, Natural History 15%, Land Navigation 25%, Occult 40%, Persuade 80%, Pharmacy 45%, Photography 26%, Play Flute 60%, Psychology 79%, Ride 25%, Sneak 30%, Spot Hidden 44%, Swim 60%, Throw 43%
Languages: English 93%, French 90%, Latin 56%, Portuguese 41%, Spanish 40%
Attacks:

Rifle/Shotgun Attack 33%; 2D6+4 damage (if using a French M1916 8mm bolt-action rifle)

Sword Attack 35%; 1D6+1+db damage (machete)

Fighting Knife Attack: 35%; 1D4+2+db damage (hunting knife or enchanted knife)

Spells: Call/Dismiss Mordiggian, Clutch of Nyogtha, Contact Lesser Ghoul, Contact Greater Ghoul, Create Zombie, Dampen Light, Elder Sign, Shrivelling, Summon/Bind Dimensional Shambler, Wrack
Optional Spells: Dissolve Skeleton, Explode Heart, Raise Corpses (see p. 128 for context)
Notes: Hadley knows the spell Create Zombie as a by-product of his study of necromancy. Unless provided special dispensation by the High Council of Mordiggian or the priests of Zul-Bha-Sair, Hadley is not allowed to actually perform this spell.

ROWAN KISTER

caretaker, groundskeeper, and cultist, age 50
Described: p. 83
Nationality: American
STR 15 DEX 13 INT 12 CON 16 APP 8 POW 11
SIZ 14 EDU 12 SAN 0 Luck 55 HP 15
Damage Bonus: +1D4
Education: grade school plus some high school
Skills: Botany 15%, Climb 77%, Conceal 47%, Cthulhu Mythos 3%, Dodge 36%, Drive Automobile 25%, Hide 70%, Jump 39%, Lawn Care 83%, Listen 40%, Natural History 44%, Occult 12%, Sneak 78%, Spot Hidden 75%, Swim 60%, Throw 50%, Track 22%
Languages: English 60%
Attacks:

Fist/Punch Attack 74%; 1D3+db damage

Large Club Attack 55%; may use a gardening implement such as a hoe or axe doing 1D6+db or 1D8+db damage

Large Knife Attack 61%; 1D6+db damage (sometimes carries a medium size hunting knife)

Spells: Contact Lesser Ghoul

CHRISTIAN BUTLER

mortuary assistant and cultist, age 38
Described: p. 80
Nationality: American
STR 14 DEX 16 INT 14 CON 14 APP 14 POW 12
SIZ 13 EDU 13 SAN 0 Luck 60 HP 14
Damage Bonus: +1D4
Education: high school
Skills: Accounting 25%, Anthropology 9%, Bargain 35%, Biology 5%, Climb 41%, Cthulhu Mythos 5%, Drive Automobile 40%, Electrical Repair 37%, Embalming 35%, Fast Talk 40%, First Aid 40%, History 31%, Law 11%, Library Use 41%, Listen 33%, Medicine 10%, Occult 35%, Pharmacy 28%, Play Chess 56%, Psychology 44%, Spot Hidden 30%, Swim 35%, Throw 32%
Languages: English 81%, French 40%, Spanish 11%
Attacks:

Rifle/Shotgun Attack 41%; 2D6+4 damage (8mm bolt-action rifle)

Spells: Contact Lesser Ghoul, Contact Greater Ghoul, Shrivelling

RODERICK FARLEY

mortuary assistant and cultist, age 32
Described: p. 82
Nationality: American
STR 13 DEX 12 INT 15 CON 14 APP 15 POW 14
SIZ 13 EDU 13 SAN 0 Luck 70 HP 14
Damage Bonus: +1D4
Education: high school, one year of education at the University of Pennsylvania
Skills: Anthropology 6%, Bargain 30%, Botany 4%, Chemistry 15%, Credit Rating 45%, Cthulhu Mythos 8%, Embalming 40%, Fast Talk 50%, First Aid 50%, Hide 50%, History 31%, Law 16%, Listen 57%, Medicine 10%, Land Navigation 30%, Occult 50%, Persuade 65%, Pharmacy 31%, Photography 40%, Psychology 46%, Ride 27%, Sneak 47%, Spot Hidden 43%, Swim 53%, Throw 39%, Zoology 7%
Languages: English 83%, French 42%
Attacks:

Rifle/Shotgun Attack 35%; damage dependent on what weapon is obtained

Handgun Attack 27%; damage dependent on what weapon is obtained

Spells: Contact Lesser Ghoul

JASON KENDELL

disgruntled cultist and potential turncoat, age 21
Described: p. 84
Nationality: American
STR 11 DEX 11 INT 12 CON 12 APP 12 POW 8
SIZ 12 EDU 12 SAN 0 Luck 40 HP 12
Damage Bonus: +0
Education: grade school, some high school

Skills: Biology 10%, Cthulhu Mythos 6%, Dodge 50%, Drive Automobile 50%, First Aid 36%, Hide 60%, History 26%, Jump 29%, Library Use 37%, Listen 80%, Mechanical Repair 35%, Medicine 9%, Occult 35%, Pharmacy 4%, Sneak 37%, Spot Hidden 43%, Swim 45%
Languages: English 71%
Attacks: none above base skill
Spells: none

MATTHIAS RAND
embalmer and vicious killer, age 48
Described: p. 84
Nationality: American
STR 18 DEX 21 INT 16 CON 19 APP 6 POW 15
SIZ 14 EDU 14 SAN 0 Luck 75 HP 17
Damage Bonus: +1D4
Education: high school
Skills: Anthropology 50%, Biology 21%, Climb 52%, Conceal 25%, Cthulhu Mythos 11%, Dodge 66%, Drive Automobile 30%, Embalming 88%, Fast Draw-Knife 95%, First Aid 40%, Hide 65%, Jump 44%, Listen 75%, Medicine 19%, Occult 45%, Pharmacy 34%, Sneak 71%, Spot Hidden 57%, Taxidermy 55%, Throw 30%
Languages: English 88%, German 67%
Attacks:

Fighting Knife Attack 87%; 1D4+2+db damage (very large knife)
Small Knife Attack 80%; 1D3+db damage (scalpel-like blade)
Fist/Punch Attack 77%; 1D4+db damage
Large Club Attack 40%; damage dependent on what is obtained

Spells: Contact Lesser Ghoul, Shrivelling
Special:

Rand's transition to the state of being a ghoul is well-advanced though not complete. The effects are as follows:

- He is just starting to develop claws. When he punches, he does 1D4+db damage instead of the usual 1D3+db.
- He is somewhat resistant to projectiles. Reduce damage inflicted by projectiles by 20%.
- He is highly resistant to toxins. His CON for the purpose of resistance to poisons is 21.
- He is incredibly fast, moreso even than most ghouls. His DEX is 21 and his decisive demeanor maximizes this. His speed grants him additional abilities:
  - He gains initiative in melee combat versus almost all normal humans.
  - When facing an opponent with a projectile weapon who is within five feet, he gains initiative if the opponent's DEX is less than 13. If it is 13 exactly, he acts simultaneously with his opponent. (Remember, under normal circumstances, those with firearms automatically gain initiative over opponents armed with melee weapons. Rand is a rare exception to this.)
  - When employing Fast Draw-Knife skill (see below for details), Rand does not incur any DEX penalty for initiative purposes when he succeeds in the skill roll.

New Skill: Fast Draw

Fast Draw is the ability to pull a weapon from a holster or sheath and effectively employ it in the same round of action. The skill must be developed separately for different classes of weapons (handguns, knives, *etc.*). This is a rare skill generally used by those who employ weapons as part of a career or dedicated hobby. In order to be of any use, the weapon must be in an easily accessible holster or sheath or perhaps slid in a belt. If the weapon is in an awkward or inaccessible place such as a backpack, this skill provides no benefit.

A successful skill roll means that the subject has pulled the weapon out in less than a second *and* has it ready for use. This reduces the subject's DEX rating for *initiative purposes only* by two points, one point if the skill roll is impaled.

No penalty is incurred if the skill roll is missed. However, if it is fumbled, a Luck roll must determine the result of the mishap. If it succeeds, the weapon is stuck or hung up in his holster/sheath and cannot be used that round. If the Luck roll is missed, the weapon is dropped or accidentally flung away. If fumbled, the weapon is broken, lost, or discharges (Keeper's discretion). In the latter case, the discharged round should not have any significant chance of harming the target, but should have a substantial chance to harm the user or a bystander.

This skill should not be available to the vast majority of investigators, and since it presents a tempting target for abuse, it is not included in the set of new skills found in the *Resources* section. The Keeper may offer it to appropriate investigators if desired, but it's probably not a good idea to put this skill up for general use unless the Keeper is prepared to head off abuse by trigger-happy players.

Keeper's note: in the case of Matthias Rand, the only character in this campaign to have this skill, he has an additional benefit that is peculiar to him only. If he successfully employs this skill (his rating is 95%), he loses no DEX for initiative purposes. This is in addition to the ability to outpace gun-toting opponents as is described in his stats above.

LESSER GHOULS

Here is a selection of lesser ghouls that may be encountered during the course of this scenario. The statistics may be recycled, if necessary. A full and complete description of ghouls may be found on page 104 of the fifth edition of the *Call of Cthulhu* rulebook. For more on ghouls in this campaign, refer to p. 10.

	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10
STR	15	16	16	23	21	18	17	16	19	17
DEX	13	11	12	11	15	11	16	14	10	16
INT	11	12	11	12	11	14	15	13	10	12
CON	18	11	14	14	13	12	14	17	16	15
POW	11	15	12	10	11	12	15	14	13	13
SIZ	12	11	17	12	14	15	11	14	15	13
HP	15	11	16	13	14	14	13	16	16	14
DB	+1D4	+1D4	+1D6	+1D6	+1D6	+1D6	+1D4	+1D4	+1D4	+1D4

Skills Common to All: Burrow 75%, Climb 85%, Hide 60%, Jump 75%, Listen 70%, Scent Decay 65%, Sneak 80%, Spot Hidden 50%

Languages Common to All: Speak English 60%, Speak Ghoul 90%

Attacks Common to All:

Claws 35%; 1D6+db damage

Bite 30%; 1D6 plus automatic "worry" (see below)

Armor: firearms and projectiles do half damage (round up any fractions)

Spells: #6 and #7 each have the spell Contact Lesser Ghoul

Move: 9

Sanity Loss: 0/1D6

Special: If the bite attack strikes successfully, in subsequent rounds, the ghoul hangs on to the victim, foregoing its claw attacks. In each round, the ghoul "worries" the victim with its fangs, inflicting an additional 1D4 damage per round until killed or dislodged or until the victim perishes. A successful STR versus STR roll on the Resistance Table dislodges the ghoul.

REPORTERS FOR THE GREENFIELD DAILY RECORDER-GAZETTE

These three gentlemen can play a crucial role within *Provender of the God*. The Keeper may also use them (with minor modifications) to represent journalists encountered anywhere in the campaign.

	John Stark	Michael Lowell	Tim Dannett
STR	10	13	12
DEX	15	9	12
INT	15	11	13
CON	13	10	12
APP	15	11	11
POW	14	13	9
SIZ	12	14	12
EDU	13	13	14
Age	21	22	30
HP	13	12	12
DB	+0	+1D4	+0

Skills:

John Stark: Accounting 16%, Anthropology 15%, Art History 20%, Bargain 40%, Climb 50%, Drive Automobile 45%, Fast Talk 75%, First Aid 35%, Hide 43%, History 50%, Jump 31%, Law 20%, Library Use 61%, Listen 67%, Occult 7%, Persuade 60%, Photography 50%, Psychology 54%, Sneak 40%, Spot Hidden 59%, Swim 34%, Track 15%

Michael Lowell: Bargain 35%, Drive Automobile 25%, Fast Talk 56%, History 39%, Law 20%, Library Use 56%, Listen 40%, Persuade 51%, Photography 70%, Play Bassoon 57%, Psychology 36%, Spot Hidden 46%

Tim Dannett: Anthropology 8%, Bargain 55%, Drive Automobile 36%, Drive Motorcycle 55%, Fast Talk 74%, Hide 40%, History 45%, Law 25%, Library Use 70%, Listen 58%, Persuade 76%, Photography 34%, Psychology 60%, Sneak 41%, Spot Hidden 69%, Swim 49%

Languages:

John Stark: English 90%, French 16%

Michael Lowell: English 87%

Tim Dannett: English 88%, Spanish 3%

Attacks:

John Stark: Rifle/Shotgun Attack 38%; 2D6/1D6/1D3 (20-gauge double barrel shotgun)

Michael Lowell and Tim Dannett: none above base skill

WOODSON BARLOW

influential Greenfield resident, age 60

Described: p. 41

Nationality: American

STR 11 DEX 11 INT 16 CON 12 APP 14 POW 15
SIZ 14 EDU 16 SAN 66 Luck 75 HP 13

Damage Bonus: +1D4

Education: B.A. in History from Boston College

Skills: Accounting 56%, Appreciate Art 55%, Bargain 81%, Business Acumen 78%, Credit Rating 80%, Drive Automobile 30%, Fast Talk 35%, First Aid 36%, History 45%, Law 39%, Library Use 49%, Listen 38%, Occult 33%, Persuade 69%, Psychology 70%, Ride 26%, Spot Hidden 44%, Swim 50%, Throw 31%, Track 15%, Wine Connoisseur 54%, Zoology 5%
Languages: English 71%, French 11%, Latin 4%

Attacks:

Rifle/Shotgun Attack 40%; 2D6+4 damage (.30-06 bolt-action rifle) or 4D6/2D6/1D6 damage (12-gauge double barrel)
Handgun Attack 27%; 1D10 damage (.38 revolver)
Large Club Attack 36%; 1D8+db damage (rifle stock or other convenient large club)

Other Cultists

The human members of the cult are limited in number. They are listed here with basic information. If the Keeper wishes, a few more cultists of his or her own creation can be added. Note that each of these cultists have 1D6+1% Cthulhu Mythos skill.

Name	Position	Gender	Age	Page	STR	DEX	INT	CON	APP	POW	SIZ	EDU	SAN	Luck	Hits	DB
Carl Benjamin	digger	male	24	80	18	10	10	17	10	11	16	10	0	55	17	+1D6
John Dieter	gardener	male	22	81	14	17	9	15	8	9	10	8	0	45	13	+0
Nicole Farley	n/a	female	25	82	9	13	15	13	15	16	8	12	0	80	11	+0
Robert Marsh	butler & cook	male	44	85	15	14	12	14	9	12	17	12	0	60	16	+1D4
Adam Lee Petty	carpenter	male	29	85	16	16	13	16	14	13	15	11	0	65	16	+1D4
Teresa Petty	gardener	female	29	85	8	12	12	12	11	9	9	10	0	45	11	+0
Owen Reed	senior mortuary assistant	male	53	85	13	13	14	11	12	14	11	14	0	70	11	+0
Jim Sturgess	digger	male	42	83	16	11	11	14	12	12	14	11	0	60	14	+1D4
Oliver Summers	mortuary assistant	male	40	84	12	10	13	15	13	13	11	13	0	65	13	+0

Carl Benjamin

Skills: Climb 52%, Cthulhu Mythos 2%, Dig 81%, Drive Automobile 33%, Hide 56%, Listen 44%, Mechanical Repair 43%, Sneak 60%, Spot Hidden 40%
Languages: English 75%
Attacks:

Large Club Attack 60%, 1D8+db damage (shovel); Fist/Punch Attack 75%, 1D3+db damage
Kick Attack 35%, 1D6+db damage

John Dieter

Skills: Botany 40%, Climb 50%, Conceal 44%, Cthulhu Mythos 4%, Hide 88%, Lawn Care 89%, Listen 53%, Sneak 76%, Spot Hidden 60%, Swim 49%
Languages: English 73%
Attacks:

Hedge Clippers Attack 65%, 1D6+1 damage (hedge shears)
Fighting Knife Attack 55%, 1D4+2 damage (huge knife)

Nicole Farley

Skills: Accounting 35%, Bargain 59%, Cthulhu Mythos 4%, Fast Talk 54%, History 39%, Law 12%, Library Use 50%, Occult 40%, Persuade 56%, Spot Hidden 31%
Languages: English 83%, French 41%
Attacks:

Handgun Attack 29%, 1D6 damage (.22 snub nose revolver)
Spells: Contact Lesser Ghoul

Robert Marsh

Skills: Accounting 66%, Bargain 50%, Cooking 78%, Cthulhu Mythos 4%, Drive Automobile 47%, Fast Talk 70%, Listen 30%, Occult 60%, Spot Hidden 90%
Languages: English 70%
Attacks:

Large Knife Attack 61%, 1D6+db damage (butcher knife)
Rifle/Shotgun Attack 35%, damage dependent on what he acquires

Adam Lee Petty

Skills: Carpentry/Woodcraft 81%, Climb 64%, Conceal 50%, Cthulhu Mythos 3%, Drive Automobile 43%, Hide 70%, jump 57%, Listen 69%, Locksmith 40%, Mechanical Repair 44%, Sneak 62%, Spot Hidden 60%, Swim 74%, Throw 50%
Languages: English 76%
Attacks:

Fist/Punch Attack 90%, 1D3+db damage
Large Knife Attack 55%, 1D6+db damage (large knife)
Small Club Attack 62%, 1D6+db damage (handy tool)
Rifle/Shotgun Attack 45%, damage dependent on what he acquires

Teresa Petty

Skills: Cooking 50%, Cthulhu Mythos 2%, First Aid 54%, Library Use 35%, Listen 45%, Medicine 11%, Occult 30%, Spot Hidden 40%, Swim 31%

Languages: English 80%
Attacks: None

Owen Reed

Skills: Bargain 35%, Chemistry 11%, Cthulhu Mythos 7%, Embalming 40%, Fast Talk 75%, First Aid 40%, Law 17%, Library Use 50%, Listen 31%, Medicine 40%, Occult 37%, Persuade 78%, Pharmacy 40%, Spot Hidden 50%
Languages: English 81%, French 75%, Latin 16%
Attacks:
Small Knife Attack 50%, 1D3 damage (scalpel)
Fist/Punch Attack 55%, 1D3 damage
Spells: Contact Lesser Ghoul, Shrivelling

Jim Sturgess

Skills: Climb 60%, Cthulhu Mythos 3%, Dig 77%, Drive Automobile 35%, Hide 57%, Listen 57%, Mechanical Repair 28%, Sneak 50%, Spot Hidden 50%
Languages: English 71%
Attacks:
Large Club Attack 46%, 1D8+db damage (shovel)
Rifle/Shotgun Attack 40%, damage dependent on what he acquires

Oliver Summers

Skills: Bargain 39%, Conceal 40%, Cthulhu Mythos 6%, Embalming 25%, Fast Talk 58%, First Aid 41%, Listen 40%, Medicine 12%, Persuade 40%, Pharmacy 21%
Languages: English 77%, Latin 5%
Attacks:
Fist/Punch Attack 56%, 1D3 damage
Rifle/Shotgun Attack 30%, damage dependent on what he acquires
Spells: Contact Lesser Ghoul

CHAPTER TWO ADDENDUM

Formula 4

Formula 4 is a serum developed by a chemist working in conjunction with the cult. A one-ounce vial contains four doses of the clear serum which may be ingested or injected. Either way, it takes effect in a number of rounds equal to the subject's CON. Each vial in the basement storeroom has red markings on the side indicating how many doses are contained. In appearance, the serum is clear though it looks vaguely oily. It is odorless and tasteless and if placed on bare skin feels like normal tap water.

What the vials contain is Dreaming Serum, a substance provided to Hadley by cult contacts elsewhere in the country. Hadley and local cult members know it only by the name Formula 4.

The serum takes effect automatically unless the subject is deliberately trying to fight off its effects. In this latter case, a roll on the Resistance Table can be attempted, pitting the subject's CON rating against the POT rating of the dose (which is 18). Taking two doses within a twenty-four hour period doubles the POT rating and the length of time it lasts. Taking three triples the potency rating and plunges the subject into a coma lasting 2D3 weeks unless the drug is resisted. Taking four or more doses quadruples the potency and is lethal unless the victim succeeds in a resistance roll.

Formula 4 is a drug that causes the subject's mind/consciousness to visit the Dreamlands. Its duration of effect varies depending on the physique of the user (this is described in the next paragraph). If the user fails to resist the effects, he or she immediately falls unconscious and remains in a deep slumber. While under its effects, the subject cannot be awakened unless an exceptionally potent stimulant is administered (presumably via injection). There is no known antidote for the serum.

To determine how long it affects an individual, add the user's CON and SIZ ratings and divide the result by 2. Subtract this number from 24 and that is how many minutes the person is under the influence of the serum. (Note, however, that this duration is increased by multiple doses as described earlier.)

For example, James has a CON rating of 9 and a SIZ rating of 11. 9+11=20. 20÷ 2=10. Take 10 and subtract it from 24 and the result is 14. Therefore, the drug's effect lasts for fourteen minutes on James. Of course, the *perceived* time spent in the Dreamlands is decidedly longer (see p. 112).

Anyone using Formula 4 appears in the courtyard of the Temple of Mordiggian in Zul-Bha-Sair, a city within the Dreamlands. The serum is specifically attuned to the resonance of Mordiggian the Charnel God, and will always bring the dreamer to the same place. The dreamer does not pass through the Cavern of Flame or otherwise traverse the usual stages of dreaming as given in the *Call of Cthulhu* rules, though the outcome is the same in terms of modern items transmuting into archaic ones and so forth. (More information on arriving in Zul-Bha-Sair via the serum is given in *Charnel House,* on p. 124.)

Playtest Note: Doping the Goat

During playtesting, a group of intrepid investigators had Formula 4 analyzed in a laboratory. The results were a bit disturbing, especially the part about a living organism floating around in the mixture. Not surprisingly, they were loathe to try the stuff out on themselves.

After some deliberations, it was suggested that animal testing was the safest way to go. A goat was purchased from a farmer in Franklin County and the animal was taken to a hidden site where the group had established a kind of hideout. There, the goat was injected with the formula.

The Keeper ruled that there was no reason why the goat couldn't suffer from (benefit from?) the effects of the serum every bit as much as a human. Therefore, the animal went to the Dreamlands. In the physical world, all the investigators saw was the animal drop and enter a deep sleep. What they didn't see was the goat's Dreamlands form wandering the streets of Zul-Bha-Sair. Fortunately for the goat, livestock on the streets of the city is a common sight and a few Luck rolls later, the Keeper ruled that the intrepid goat met no untoward end. The creature eventually awakened unharmed. The investigators, in the meantime, were still perplexed at what the serum did. Since the goat couldn't exactly describe his experiences, the investigators eventually decided to risk human testing of the formula. This led to them playing a portion of *Charnel House*.

If subjected to scientific analysis, Formula 4 presents the laboratory with an odd puzzle. Some ingredients are easily recognizable through standard tests. These include water, opiates, and sucrose. However, some ingredients defy analysis by 1940s (and even 1990s) science. What is alarming it that one element within the serum seems to be a small, single-celled living organism. Largely inert and unmoving, the organism is present in moderate quantities. Though the serum contains substantial amounts of opiates, it has no narcotic effect on the user. No "high" is achieved and aside from unconsciousness (and of course dreaming), there seem to be no effects. The serum is neither addictive nor harmful as long as it is taken in moderate doses.

This serum is periodically used by Morton Hadley to travel to the Dreamlands city of Zul-Bha-Sair. There, he receives tutelage and assignments, and it was while dreaming that Hadley learned he must undertake a new trip to French Guiana. A few other Greenfield cultists may have used the serum, but do not have consistent access to it. If Hadley is killed, the person replacing him as cult leader will gain the honor of using the serum.

Hadley's source for the serum is a chemist named Arnold Ricketts, described in the next addendum.

Information about the serum's broader role within the cult and ways its use can affect the campaign are discussed in the *Resources* section on p. 19.

CHAPTER TWO ADDENDUM

The Chemist

This is an optional subplot set in Boston involving Morton Hadley's source for the Dreaming Serum, a.k.a. Formula 4. If the Keeper so wishes, this can easily be excluded merely by not allowing the players to obtain clues leading to this subplot.

Dr. Ricketts

The primary, but perhaps not sole, source for Formula 4 is Dr. Arnold Ricketts. This M.I.T. graduate has been a professional chemist for over three decades. A devoted occultist in his spare time, this hobby gradually drew him into more sinister circles and eventually he was drawn into the Charnel Cult.

On the surface, Dr. Ricketts is an amiable man who exhibits grace and class when in public. His primary source of income is his career with Continental Chemical and Mining, Inc. This (fictitious) firm has holdings throughout North and South America and maintains many lucrative mines and chemical plants. Dr. Ricketts is just one insignificant cog in the great CC&M machine. He is employed in one of their Boston laboratories and is currently one of many working on developing synthetic fuels.

Ricketts himself is kind of a likable bumbler. He is a good chemist, brilliant in some ways, and does not demonstrate any of the tendencies of the "typical" mad scientist. In no way is he a raving lunatic or drooling fanatic. This does not mean that he is not dangerous. The serums he develops are a tangible threat to humanity and to test them he mercilessly employs unwilling test subjects kidnapped on his behalf by his assistant or by ghouls. When it comes to his work for the cult, he is as ruthless as the most heartless of cult priests.

In his spare time, Ricketts busily works on making more of Formula 4 as well as perfecting new formulæ that may further the interests of his newfound religion. Recently, he took on an assistant referred to him by the cult's hierarchy. Named Stuart Blakemore, he is well-qualified and already possesses a Master's degree in Chemistry.

Together, the men can produce a moderate amount of Dreaming Serum in addition to dealing with other responsibilities. In a good week, they may succeed in creating one or perhaps even two or three doses of the precious liquid.

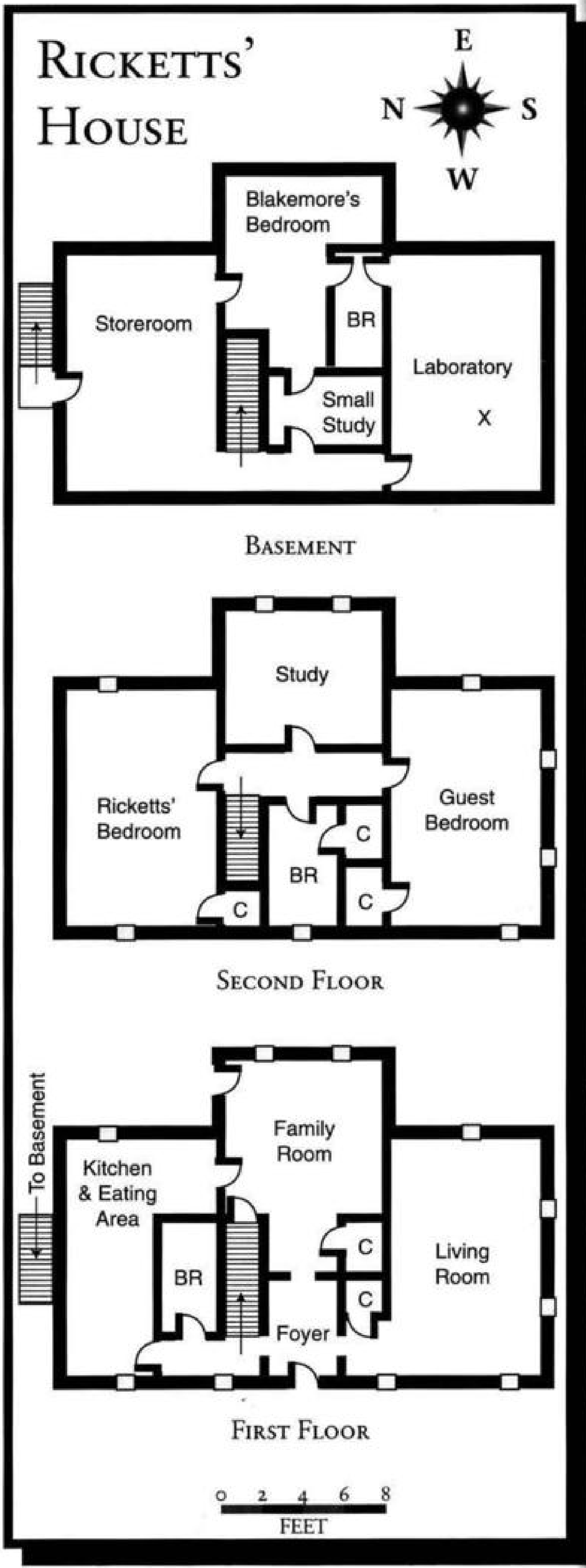
Ricketts' laboratory is located in the basement of his home in Boston. Blakemore lives in a makeshift flat in the basement so is often in the house even when Ricketts is at work downtown. The house diagram and description are provided herein. Only the basement, sub-basement, and study are described in detail since all other areas of the house are normal.

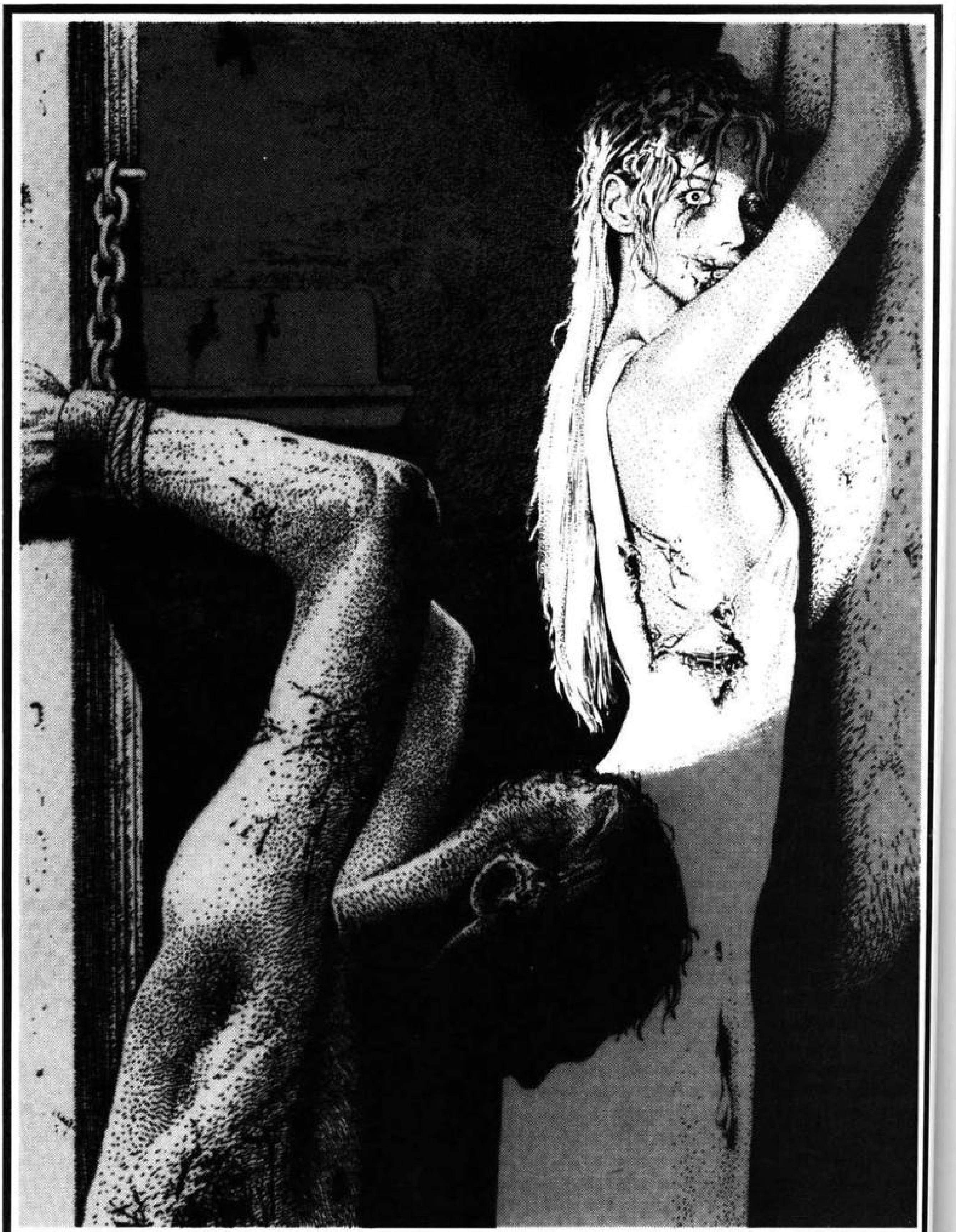
Study

On the upper floor of Ricketts' residence is a small study where Ricketts maintains personal documents and files, and keeps CC&M-related material. The room is furnished with a simple wooden desk, an office chair, a wooden three-drawer file cabinet, two chairs, and a small table. The table bears a coffee pot and a tray of mugs, cream, and sugar. The desk contains assorted papers, none of which yield anything relevant to the scenario. There is also a telephone on the desk.

The file cabinet is of greatest importance and is locked. Defeating the lock requires either a successful use of Locksmith skill (meaning the intruder must have the appropriate tools) or requires the use of a prybar. The lock has a STR of 10. Of course, Ricketts carries the keys with him so if he is captured, these can be found in his pocket.

The drawers are loaded with file folders containing mostly material of no importance to the investigators (tax files, bank statements, CC&M paperwork, *etc.*). However, there is one file labelled "Formula 4." This one contains a list of Ricketts' shipping contacts. The people and organizations listed on the single typed sheet are all select cult cells or cult-controlled reshippers that are authorized to receive the precious fluid. On the first day of each odd-numbered month, Ricketts sends shipments of the fluid to half of these contacts. On occasion, he sends special shipments outside of this schedule to satisfy additional requests. In addition to the single sheet of addresses, there is a selection of typed, adhesive address labels. Addresses on these labels match those on the list. It is Ricketts' goal to increase production within a year so that *all* contacts receive shipments every other month. The ramifications of capturing this material are given on p. 104. The actual list is provided in the form of Player Aid #2.





The scientific method.

Ricketts' Basement

The basement can be reached either through a set of stairs ascending to the kitchen on the first floor or via a stairwell located outside the west side of the house. The door to the outside stairs is made of sturdy oak and is locked with a deadbolt as well as an interior padlock. There is no way to jimmy it from the outside; only brute force will get this STR 17 door open (and very loudly).

The basement is divided into three main areas. The first is the storeroom. It contains lots of discarded junk ranging from an old water heater to dusty furniture.

The second area is Blakemore's flat. It consists of three rooms: a carpeted bedroom, a bathroom, and a small study. This area can only be entered from the laboratory or from the storeroom (there is no outside access). The bedroom, though small, is normal. A loaded .22-caliber target revolver is stored in a nightstand drawer. Several dozen loose .22 cartridges can be found in the same drawer. The study is a sloppy room containing a desk, several bookcases, a swivel chair, and a small table. The only light comes from lamps on the desk and table. The desk is covered with books, notes, coffee cups, and perhaps even a half-eaten sandwich. The bookcases are crammed with many scientific texts and journals, most pertaining to chemistry and microbiology. Examination of the books indicates that most are up-to-date and some have obviously been borrowed from Ricketts' personal library on the first floor. One bookcase contains an assortment of occult books, many of which also seem to have originated in Ricketts' library upstairs. No Cthulhu Mythos books are here unless the Keeper chooses to include some.

The third and final area of the basement is the laboratory. It is a neat and clean area containing all the trappings of a well-equipped chemistry lab. At most times, something is brewing here. Beakers containing evil-smelling liquids heat on gas or alcohol burners; rainbow-colored mixtures run through complex networks of glass tubing linking several distilleries and tanks. A chemist entering here would be impressed by how everything is maintained and by the equipment present, but would be perplexed as to what the men are actually trying to accomplish.

In the floor of the lab (where the "x" is marked on the diagram) is an obvious trap door. This opens onto a brick-lined shaft that links the basement with a small sub-basement area. In the shaft's wall are iron rungs forming a sturdy ladder. The sub-basement is described on p. 103.

A locked steel cabinet in the northeast corner can provide some answers. Unless intruders can acquire keys from either Blakemore or Ricketts, the door must be forced with some sort of prybar. This is no easy task: the door is STR 15.

Within the cabinet are several shelves. These contain dozens of vials and cans of various chemicals, drugs, and serums. All are labeled and most are easily recognizable (nitric acid, arsenic, mercury, morphine, sulfur, hydrochloric acid, *etc.*). One shelf, however, contains vials labelled "Formula 1," "Formula 2," "Formula 3," "Formula 4," and "Formula 5." These are described separately on p. 105.

One other unusual thing is stored in here. In an innocent-looking shipping box near the trap door are several brand-new body bags. They are used, of course, to help remove the remains of test subjects from the sub-basement. Since it is unusual for anyone to own real body bags, this should draw the attention of any investigator who recognizes them for what they are.

If surprised in here, Blakemore and Ricketts are not completely helpless. All sorts of rude chemicals are close at hand and each is willing and able to grab a random one and hurl it. Both know exactly what is being thrown and so will not accidentally grab a beaker of lukewarm water or some other harmless material. Most likely, a vial or beaker of acid is thrown. The targeted investigator must attempt a Luck roll. If successful and the acid hits, the acid is strong and does 1D4 damage per round for 1D4 rounds. If the Luck roll fails and the attack roll succeeds, the acid used is powerful and does 1D6 damage per round for 1D4 rounds. Clothing may provide some protection. As a general guide, light or medium clothing may provide one point of armor protection from acid, while heavy clothing might provide two points of protection. How long the clothing can provide this defense before being destroyed is up to the Keeper.

Blakemore and Ricketts will do their best to defend the house from intruders and even the police. If it seems that they cannot prevent someone from capturing them and/or the house, one or both will attempt to start a fire, preferably in the laboratory. The lab contains all sorts of flammables so starting a fire is simply a matter of throwing a match into the right barrel or crate. Once started, a fire in the lab will become a conflagration, consuming all flammables and oxygen in the room. Unless intruders retreat immediately (within one or two rounds), swift death due to heat and toxic fumes is almost assured. The fire will spread to the rest of the house within minutes. By the time the fire department has a chance to arrive, the entire structure should be aflame.

The Sub-Basement

Inevitably, Ricketts must test his formulæ every so often. In this sub-basement, which is not documented in the original plans of the house, are imprisoned two unwilling test subjects and the remains of a third.

The room is a single ten-foot-by-ten-foot room with brick walls and floor. The ceiling is composed of heavy timbers reinforced with rafters. Several sets of manacles are chained to the walls. Aside from Ricketts' guests and a filthy sink, the room is empty except for human excrement and the leavings of what few meals his victims have been provided. Not surprisingly, the stench in this space is overpowering, not only because of excrement, but because a corpse is decomposing here.

The first victim is a hobo named Milo Prath. Blakemore lured Milo into the house with the promise of a free meal and an odd job. Milo was instead trapped. He has suffered through several experiments and has been tested with Formula 5. So far, it has not caused any mutations in him. Brief statistics for him are provided in the NPC section, but he is only the sad, broken shell of a man.

Victim #2 is Wilma Cander, an area prostitute. Her services were commissioned by Blakemore. Instead, she was trapped and heaved into the sub-basement to suffer Ricketts' tests. So far, she has only gone through some preliminary examinations and testing and has not actually been injected with anything unusual. Ricketts will likely continue testing of Formula 5 on her. As with Milo, brief statistics for her can be found in the NPC section.

The third victim is dead. Still chained to the wall, he expired a few days ago and Blakemore has just not gotten around to bagging him and hauling him out. According to identification in his wallet, he is James Hodder. Checking on him reveals that he is a door-to-door salesman. In going to the Ricketts' residence, he chose the wrong place to solicit sales for his encyclopedias. At the time, Ricketts was in dire need of a test subject. Hodder's timely arrival made it easy on the chemist. Unfortunately, the man succumbed to the effects of Formula 5. He died not because the drug was toxic, but because something he saw in the Dreamlands caused his weak heart to fail. The man had the unfortunate luck to materialize within the heart of Mordiggian's temple at Zul-Bha-Sair (an extremely rare occurrence that should not come up during play unless the Keeper wants to kill an investigator outright); the sight of the Charnel God whirling before him struck the man dead on the spot.

Keeper's note: an additional victim in here can (optionally) be young Kate Roscommon (see p. 108). If this option is used, she should probably not have been used as a test subject yet since she was only recently kidnapped.

Freeing the victims is an important goal. Milo is incoherent and can do little more than babble and drool. Wilma, though terrified by the ordeal, can give the circumstances of her kidnapping and can implicate both Ricketts and (especially) Blakemore. However, she can provide no insight into the cult and is totally unaware of what they are doing or why.

Keeper's note: if for some strange reason there hasn't been enough horror and mayhem in the campaign already—or at least lately—the Keeper does have the option of changing one of the living inhabitants of the sub-basement into a mutant victim of Formula 5 (probably Milo Prath; see p. 104). The creature will be manacled, making it relatively easy to deal with, but still something of a horror to encounter. If this option is chosen, Ricketts has probably not yet realized that his test subject has transformed into a bestial horror. Once it awakens, it will use its superior strength to break free of its bondage and go on the hunt. Thinking investigators who do not wish to kill the beast (at least yet), but who want to keep it unconscious will inject it with Formula 4 or Formula 5. This will extend its time in the Dreamlands and keep it comatose for at least a little while.

Resolution

The investigators presumably will come after Ricketts because they either suspect him of wrongdoing or are checking on loose ends. Such action may occur in the middle of *Provender of the God* and might be conducted by only part of the group. Alternately, they may tackle Ricketts only after all other portions of the campaign have been survived.

In any case, dealing with Ricketts is easy. Victory is achieved if he is incarcerated or killed or if his laboratory is completely destroyed. Ricketts cannot set up his lab easily again even if he escapes. Assuming all of his notes are destroyed, he will not be able to recreate his formula for decades and may die first. Blakemore is a mere assistant. While educated, he cannot create the Dreaming Serum without Ricketts and cannot develop it on his own.

How this subplot plays out is up to the individual Keeper and the players. In all likelihood, it will be a brief chapter in the campaign, perhaps taking up only a few days or less of game time. If the investigators succeed in shutting Ricketts down by destroying or permanently denying him his lab and notes, each investigator gains 1D6 SAN. If Ricketts is also dealt with (jailed or killed), another 1D4 SAN is awarded. If the mutant (described on pp. 105 and 106) is released and not dealt with, each investigator loses 1D8 SAN. Killing the mutant results in a SAN gain of 1D8.

The Shipping List

This is one great loose end that the Keeper can either exploit to the maximum or eliminate entirely. On p. 101, Ricketts' shipping records were mentioned. A search of his house can yield these and permit the investigators to track down his contacts. Player Aid #2 provides the actual text of the list.

If the Keeper wishes to expand the campaign, this is an excellent way to do so. The investigators could potentially get into all sorts of fascinating situations simply by tracing those on the mailing list. However, it could also detract from the main purpose of the campaign and will certainly require a great deal of preparation to run effectively. If the Keeper is concerned about this, it is easy enough to remove the shipping records from the study so that the investigators do not find them. It can be assumed in such a case that Ricketts, for security reasons, has no

Ricketts' Formulae

Within the cabinet are vials variously marked "Formula 1," "Formula 2," *etc.* Nine vials (each with four doses) of Formula 4 are here and the appearance and effects of this serum are described on p. 99. The others are described below.

Formula 1 (virulent poison)

Formula 1 is a thick, opaque, pink liquid, and was Ricketts' first attempt to formulate a kind of Dreaming Serum. It smells mildly of common baking flour. The result was a virulent poison that killed several lab animals and a human subject (an unwilling one, of course). There are two vials of the substance, each containing eight doses. One dose, if ingested or injected, is a POT 15 poison. Failure to resist the poison's effects results in stomach cramps for 1D6+2 rounds followed by severe, uncontrollable spasms that rock the entire body. Death occurs 1D6+2 rounds later when the victim spews his or her now-liquefied organs all over the room (1/1D6 SAN loss please). Taking multiple doses simultaneously magnifies the POT rating of the poison and decreases the time it takes to kill the victim (*i.e.* two doses are POT 30 and cause death in 1D3+1 rounds).

Formula 2 (addictive drug)

This is another failed attempt to create Dreaming Serum. It appears to be an attractive, transparent, lavender-colored liquid with no odor. It can be administered in the same way as Formulas 1 and 4. It is not lethal, but is a POT 16 poison. If the resistance roll fails, the victim endures total euphoria for 1D10 minutes and mild euphoria for 1D10 hours thereafter. During this time, the victim cannot think straight (nor cares to) and can only babble incessantly in any or all languages he or she knows. The only possible benefit is that the victim's CON is doubled during this time, increasing hit points and the ability to withstand physical punishment. The down side is that the substance is extremely addictive, both physically and psychologically (succeed in POWx1 roll to avoid addiction). Since there are only three vials of the substance containing four doses each, it won't be long before an addict will run out. Once the supply is gone or if prevented from taking the drug, the victim suffers from severe withdrawal. This causes 1/1D6 SAN loss (optionally 1D2/1D8 SAN loss) and a permanent loss of one point of CON.

Formula 3 (flawed Dreaming Serum)

Formula 3 appears in every respect to be like water. It has no effect if ingested; it must be injected into the bloodstream with a syringe to have any effect. A POT 17 mixture, it causes anyone who has taken it who fails a resistance roll to immediately fall unconscious (those succeeding shake off the effects and nothing untoward occurs). While the body enters a permanent coma, the victim's consciousness goes to Zul-Bha-Sair in the Dreamlands. There is no way to return to the physical world and when the body finally dies, the victim's consciousness also dies. There are three vials of this substance in the cabinet, each containing four doses.

Formula 5 (potent flawed Dreaming Serum)

Formula 5 is an experimental variant of Formula 4 and has the same physical appearance. It has the same effect as its predecessor except that the duration is doubled and the POT level is 21. There is a rare side affect to it, one that is as yet unknown to Ricketts and Blakemore. In a few extreme cases, Formula 5 can have an adverse genetic effect on the recipient. This occurs anytime the resistance roll to the serum is fumbled (if the victim is not actively resisting the serum, the roll is still attempted). In this case, the idle microorganisms in the serum become more active, causing the unconscious body to tremble. Within a number of rounds equal to the victim's CON, the body is transformed into a hideous travesty of a creature. Vaguely bipedal, its flesh is now a warty, scaly mass of oozing putrescence. Extra limbs may grow and the face develops a cavernous, tooth-filled maw. The effect is permanent and occurs to the victim *both* in the real world and in the Dreamlands. All SAN is instantly and irrevocably lost as is all higher knowledge and learning. The victim is now an unthinking predatory fiend that is more cunning than intelligent and has only one thing on its mind: food. It hunts in the Dreamlands until killed or until the serum wears off. When it awakes in the real world (perhaps surrounded by concerned friends who are vainly hoping to undo the evil wrought by the serum), it immediately begins to attack. The only advantage here is that at least initially, the victim of this serum is unconscious, allowing him (it) to be easily killed if someone has the courage to do so. Further information on this horrible mutant is given on p. 106.

written records of who he ships to. In a similar vein, he could presumably keep any detailed records of how he developed his various formulæ in a safe place well out of the reach of intruders, law enforcement, or even the cult, so that the dream serum could reoccur in the campaign despite investigators' best efforts.

NPCs

DR. ARNOLD RICKETTS

mad chemist, age 54

Described: p. 100

Nationality: American

STR 8 DEX 12 INT 17 CON 10 APP 10 POW 9
SIZ 10 EDU 21 SAN 0 Luck 45 HP 10

Damage Bonus: +0

Education: Ph.D. in Chemistry and M.S. in Microbiology from M.I.T.

Skills: Biology 50%, Botany 54%, Chemistry 85%, Credit Rating 56%, Cthulhu Mythos 21%, Drive Automobile 25%, Electrical Repair 45%, First Aid 40%, Geology 16%, History 32%, Law 9%, Library Use 77%, Listen 35%, Mechanical Repair 46%, Medicine 35%, Occult 40%, Persuade 40%, Pharmacy 61%, Photography 24%, Physics 19%, Spot Hidden 37%, Throw 40%, Zoology 20%

Languages: English 95%, French 10%, German 76%, Latin 50%

Attacks:

> Hurl Acid Vial 40%; 1D4 or 1D6 damage per round for 1D4 rounds (only if in laboratory)

Spells: Contact Lesser Ghoul

STUART BLAKEMORE

Ricketts' assistant, age 24

Described: p. 101

Nationality: American

STR 14 DEX 15 INT 14 CON 16 APP 12 POW 10
SIZ 13 EDU 15 SAN 0 Luck 50 HP 15

Damage Bonus: +1D4

Education: M.S. in Chemistry from Stanford University

Skills: Biology 40%, Botany 45%, Chemistry 65%, Cthulhu Mythos 10%, Drive Automobile 39%, Electrical Repair 46%, First Aid 40%, Geology 4%, History 35%, Library Use 60%, Listen 51%, Mechanical Repair 55%, Medicine 21%, Occult 19%, Persuade 30%, Pharmacy 38%, Spot Hidden 59%, Throw 40%, Zoology 15%

Languages: English 88%, German 40%, Latin 45%

Attacks:

> Handgun Attack 31%; 1D6 damage (.22 revolver)
> Fist/Punch Attack 56%; 1D3+db damage
> Hurl Acid Vial 40%; 1D4 or 1D6 damage per round for 1D4 rounds (only if in laboratory)

Spells: Contact Lesser Ghoul

RICKETTS' VICTIMS

	Milo Prath	Wilma Cander
STR	13 (7)	11
DEX	8 (7)	14
INT	10 (8)	10
CON	11 (8)	11
APP	7 (5)	11
POW	8 (8)	11
SIZ	12 (12)	11
EDU	10 (8)	10
SAN	14 (14)	46
Luck	40 (40)	55
Hit Points	12 (10)	11
Damage Bonus	+0 (+0)	+0
Age	45	20

Skills: if these come into play, the Keeper should assign skills appropriate to the characters.

Attacks: none above base skill

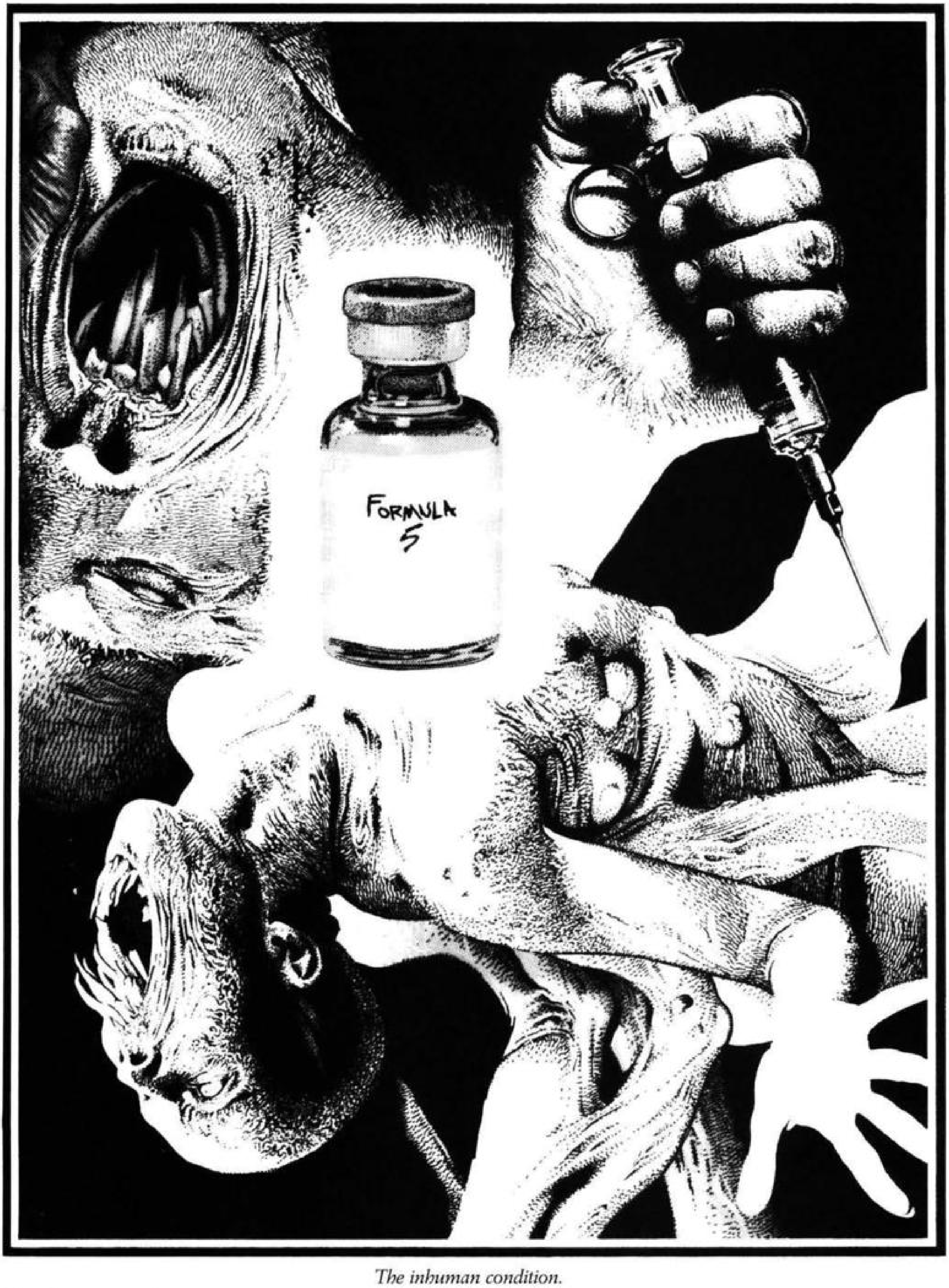
Special:

- Milo is currently in a weakened state due to testing and the conditions he is kept in. This has negatively affected his statistics. The first set of stats are his normal ones. The second set (the set in parentheses) are the stats he has during this scenario. Note that most are lower than normal. If allowed to recover, preferably under a doctor's care, his stats should return to normal after a few weeks. Note that he has already suffered a fair amount of SAN loss and this can be recovered only after extensive therapy.
- Milo is not suffering from any genetic mutations due to the use of Formula 5. However, if the Keeper so decides, he can manifest some small evidence of genetic instability and mutation, something that perhaps Ricketts has not noticed (examples: he grows an extra finger, he has one red eye, he exudes an April-Fresh scent, he excretes a fine, sticky mucus from his pores, *etc.*).

RICKETTS' MUTANT

This creature exists only in the very unlikely event that Formula 5 is used and then has its rare reaction on the recipient. The statistics given here are modifiers that should be applied to the victim's statistics.

STR	x2.5	
DEX	x1.5	
INT	x0.3	(minimum INT of 1)
CON	x3.0	
APP	x0.0	
POW	x1.0	
SIZ	x1.0	
EDU	x0.0	
Move	10	
Armor	1D2 points of thick, warty hide	
SAN loss	1/1D8	



The inhuman condition.

Skills:

Reduce all skills, including languages, to 0%. The creature gains the following skills:

Climb 75%, Dodge 50%, Hide 75%, Jump 75%, Listen 75%, Sneak 75%, Spot Hidden 75%, Swim 50%

If the victim had any of these skills prior to the use of Formula 5 *and* if they were at higher percentages, then retain those higher ratings.

Attacks:

Claw Attack 50%; 1D6+db damage*

Bite Attack 35%; 1D4 damage**

* If the victim had Fist/Punch Attack in excess of base skill, then apply that skill to this attack instead.

** The bite injects a mild toxin. If a contest on the resistance table fails (victim's CON versus the poison's POT 7), the victim suffers mild sluggishness and loses a point each of STR and DEX for 1D10+10 minutes.

Notes: This mutant is an unthinking, unfeeling killing-and-eating machine. It continues to kill until there are no perceivable targets left. Only then will it begin to eat. Despite its relatively minimal bulk (it retains the same size as the human it once was), the ravenous creature can consume one SIZ point of meat per minute. It consumes everything: flesh, clothing, hair, and bone pausing only to spit out metal bits such as buttons and buckles.

Watching it unhinge its jaw and virtually inhale a corpse is good for a SAN loss of 1/1D6. Its appetite is insatiable regardless of how much it eats and it digests its food almost instantaneously. The creature never sleeps and if unleashed, will happily skulk around Ricketts' neighborhood killing pedestrians, household pets, mail carriers, and whomever else crosses its path. A cunning creature, it will avoid crowds and will probably avoid overtly public displays of violence.

CHAPTER TWO ADDENDUM

The Roscommon Girl

The investigation into the disappearance of Kate Roscommon is designed to be an optional subplot within the main text of *Provender of the God*. The Keeper must determine whether use of this subplot is ideal and if so, how it should fit into the scenario.

The basic background of the mystery is simple. As documented in Player Aid #5, Kate Roscommon was out playing with friends. When it started to get dark, she said goodbye to her playmates and began to return home. That was the last time she was ever seen. The exact date of her disappearance (and hence, the beginning of this mystery) is up to the Keeper to set.

Kate is (or was) a seven-year-old girl whose father, Patrick Roscommon, works as a mail handler and postal carrier for the post office in Greenfield. Patrick is a first-generation Irish immigrant and lives alone with Kate. His wife, Sylvia, died of pneumonia when Kate was only two years old.

The Roscommons live in a single-story cottage north of town. They are about a half-mile north of the Northridge Cemetery and to get to her friends, Kate often walks past it.

Considerations

Before proceeding with this subplot, the Keeper must determine the truth behind the mystery. A basic question must be answered: what happened to Kate?

There are myriad options here. Several are listed below, but the Keeper is welcome to create one of his or her own if it is better suited to the way the campaign is progressing or leads to other areas of interest to the investigators.

- Kate was kidnapped by a rogue ghoul without the knowledge or consent of Morton Hadley and the rest of the Greenfield cult. She has been killed and consumed. Hadley now knows of the matter and the culprit has been permanently disposed of. Now, Hadley is hoping that the furor over the incident will not reveal the cult to the public. Potential clues such as ghoul tracks (which at the extreme end could be cloven footprints of a bipedal creature), a swatch of cloth from Kate's dress, or a lost shoe may be discovered by a search of the area. Where these clues may be found is up to the discretion of the Keeper.
- Kate decided to take a detour to a nearby creek to play a bit more. She fell in and drowned. Her body was washed into a drainage ditch or pipe and has not yet been discovered. When (if) it is, the sheriff will quickly rule that her death was an accident.
- A stranger from outside the county noticed Kate as he was driving by. The man kidnapped Kate and quickly drove from the county. She will never be seen again. The kidnapping was not a planned event; it was a spur-of-the-moment decision. As an optional variant of this,

her kidnapper could be Charnel Cult chemist Arnold Ricketts or his sidekick, Stuart Blakemore. In this case, one of them would have been making a special (and very rare) trip to meet Hadley in person and either Hadley gave the girl to them or they snatched her as they left town. She would be used as a test subject and would therefore reappear in *The Chemist* (see p. 100).

- A local farmer is a pedophile and has been stalking several local children recently. He finally chose Kate and kidnapped her when she was walking alone on the deserted road. She is now held in his farmhouse and may be rescued by the actions of the investigators or sheriff.
- Kate is angry that her father is very strict so she ran away. She is now hiding somewhere in the area and will eventually be discovered and returned to her father.
- Kate is afraid of her father because he abuses her. She has run away and was able to slip aboard a delivery truck. She is now well outside the bounds of Franklin County. Whether or not she is later found is up to the Keeper. The Keeper may later have clues to her whereabouts be found in the truck after it returns to Greenfield.
- Kate was attacked by a dog while on the way home. She ran into the woods near the road (perhaps even near the cemetery) in an attempt to escape the animal. It mauled her, but then left her. The sheriff's search simply failed to locate her. She is now injured, but is still alive. Another search may find her. If she is not located soon (within a day or two), she will die of exposure.
- With dreams of fame and fortune in mind, Kate runs away to join the Olaf Brothers and their circus. She follows them to their next destination, perhaps by stowing away among equipment being transported there. Once discovered, the circus staff might return her or might adopt her (Keeper discretion). Tracking her down here is easy if the investigators think to check the circus. Its travel schedule is well-known and can be found by reading regional newspapers or asking reporters who are supposed to keep abreast of such matters.

Exploring the Event

Shrewd investigators may be able to turn Kate's disappearance to their advantage. If they can convince the sheriff that she might be at Beckwith Funeral Home or Northridge Cemetery or that she is even being held there against her will, this could bring about a swift (and possibly violent) end to the scenario. If Hadley can escape with a few companions, he will still make for French Guiana sooner rather than later.

However, the investigators must be convincing in their arguments. Sheriff Taggert is loathe to force entry into the funeral home without probable cause. This is especially true since it is a respected business and its owner wields no small amount of influence locally. The influence of Woodson Barlow or Amelia Apcott would be especially useful here, if it is available to the investigators.

The Investigation

Rather than provide a detailed analysis of the investigation, here are a few of the key elements. The Keeper can easily fill in the details. Needless to say, these are contingent on which explanation for the disappearance the Keeper settles on.

Interview: Patrick Roscommon

Patrick can be the concerned parent or the authoritarian father, as the Keeper pleases. Unless he is somehow connected to his daughter's disappearance, he will be open and honest with any concerned citizen who claims to be helping find Kate. Investigators who act suspicious or ask bizarre questions ("Have you ever seen dog-men in the cemetery?") may get reported to the sheriff, however.

Search of the Area

A second search of the area, perhaps with the help of neighbors or even the sheriff, may or may not be effective. If Kate is still in the area (alive or dead), she may be located by this second search. Clues, also, may turn up, at the Keeper's discretion. If Kate was kidnapped, a searcher may find a lost shoe or some other personal article. If she was attacked by a dog, an area of disturbed vegetation may be found as well as tracks. Otherwise, a search is a waste of time though the investigators don't initially know this.

Research

There is nothing to research. There is no documentation on the Roscommon family aside from Kate's birth certificate (on file in the courthouse). The small house in which they live is rented. Kate's late mother is buried in St. Jude's cemetery; her body may or may not have been taken by ghouls, as the Keeper wishes.

Interviewing Neighbors

This may result in useful clues depending on what actually happened to Kate. Someone may have spotted a mysterious vehicle or strange-looking man in the area. Of course, whether or not such a sighting is actually related to Kate's disappearance is up to the Keeper.

Interviewing Children

As with the neighbors, the key to this is determining what happened to Kate. If she was kidnapped, the children may have seen a strange man lurking in the area earlier in the day. Perhaps he even came up to them and spoke or offered candy. If the sinister farmer snatched her, some may mention his recent unusual interest in the children (and Kate especially).

Evidence at the Funeral Home

If the funeral home is searched (either legally by the sheriff or illegally by the investigators), perhaps some evidence of Kate's presence there might be found if she was indeed killed by a ghoul. A bloody dress, for example, might be found in the unlit basement furnace, not yet burned. Perhaps Kate is even being held alive in the basement for some future cruel rite. A search of the funeral home, if conducted thoroughly, should lead to the climax of the scenario.

Conclusion

Regardless of the outcome of this subplot, there may be repercussions within the community. Investigators who are perceived as helping out will have better relations with community leaders, local merchants, *etc.* The sheriff will probably also be grateful for assistance, but if the investigators are abrasive or flaunt the law, he may consider their assistance to be a hindrance (even if it proves successful). If the investigators rescue Kate, they may actually reach the status of local heroes for a time. Though this helps a lot in their relations with the people of Greenfield as well as the sheriff, it also means that their names and photographs will be published in the local newspaper and perhaps even in papers as far away as Boston. This draws attention to them and makes it easier for the cult to identify individual investigators later in the campaign or post-campaign.

The down side is that the investigators might also receive the blame for Kate's disappearance or death. This is less likely, but the cult might take the opportunity to plant evidence in the hotel rooms or residences of key investigators if they have already proven to be a menace. What this evidence might be is up to the Keeper. If implicated in the crime, the investigators will become local pariahs and will have difficulties in most encounters. Even if proven innocent, it may be hard to remove the stigma, especially since most or all of the investigators are probably from outside Franklin County and may not be well-known in the area anyway.

Resulting effects on the SAN ratings of investigators are given on p. 86. The Keeper should feel free to apply additional bonuses and penalties as needed.

CHAPTER TWO ADDENDUM

Greenfield's Tunnels

While the investigators look into the Beckwith Funeral Home and other suspicious things in the area, there are multiple opportunities for them to discover the area's network of ghoul tunnels. Early on, if the investigators violate a grave (perhaps because they hear subterranean activity), they can break into a tunnel. By the end of the scenario, they should discover the entrance in the basement of the funeral home if they gain access to the building.

Once the tunnels are discovered, a fundamental decision must be made. Sheriff Bill Taggert, if he learns of them, will want to cover up evidence of their presence out of fear of the panic the knowledge might cause. However, the investigators may act on their own to explore or infiltrate the tunnels. This is especially possible if they do not understand the magnitude of the problem or what ghouls actually are.

The tunnels are not intended as some means devised by the author to kill investigators. Discreet or subtle investigators can learn much if they can slip in undetected and get out before the ghouls have adequate time to mount a defense. Intruders have no chance of actually driving the ghouls out. The critters live in a vast complex and can retreat to other areas and even quickly create new tunnels.

If the ghouls do mount a defense or pursuit in the tunnels, the group is best served by fleeing to the nearest exit. Even well-armed groups will find the ghouls to be cunning tacticians. If they manage to kill a few, they will soon find themselves subjected to more subtle means of attack. Cave-ins are a popular method of trapping or killing intruders. Adept tunnelers, ghouls may also burrow in behind, under, or on top of investigators whose movement is strictly limited to the tunnels themselves. Regardless, once the inhabitants are alerted, it is only a matter of time before intruding humans are overwhelmed and killed.

Keeper's note: remember that the tunnels are the ghouls' environment; in their own environment, they should have all the advantages.

Entry

Entry to the tunnels may be gained in one of two ways. They may be entered through the entrance located in the basement of Beckwith's Funeral Home or they may be entered by opening a grave.

The main system of tunnels beneath the Greenfield area is not close to the surface. If it were, they would long ago have been uncovered by people digging foundations for houses and sewer tunnels. Rather, most tunnels come no closer to the surface than forty feet or so and many plunge fairly deep into soil and bedrock. The main limiting factor on tunnel depth is the water table. Tunnels below the water table would fill up, so no tunnels descend to a substantial depth. Only at local cemeteries do tunnels come close to the surface.

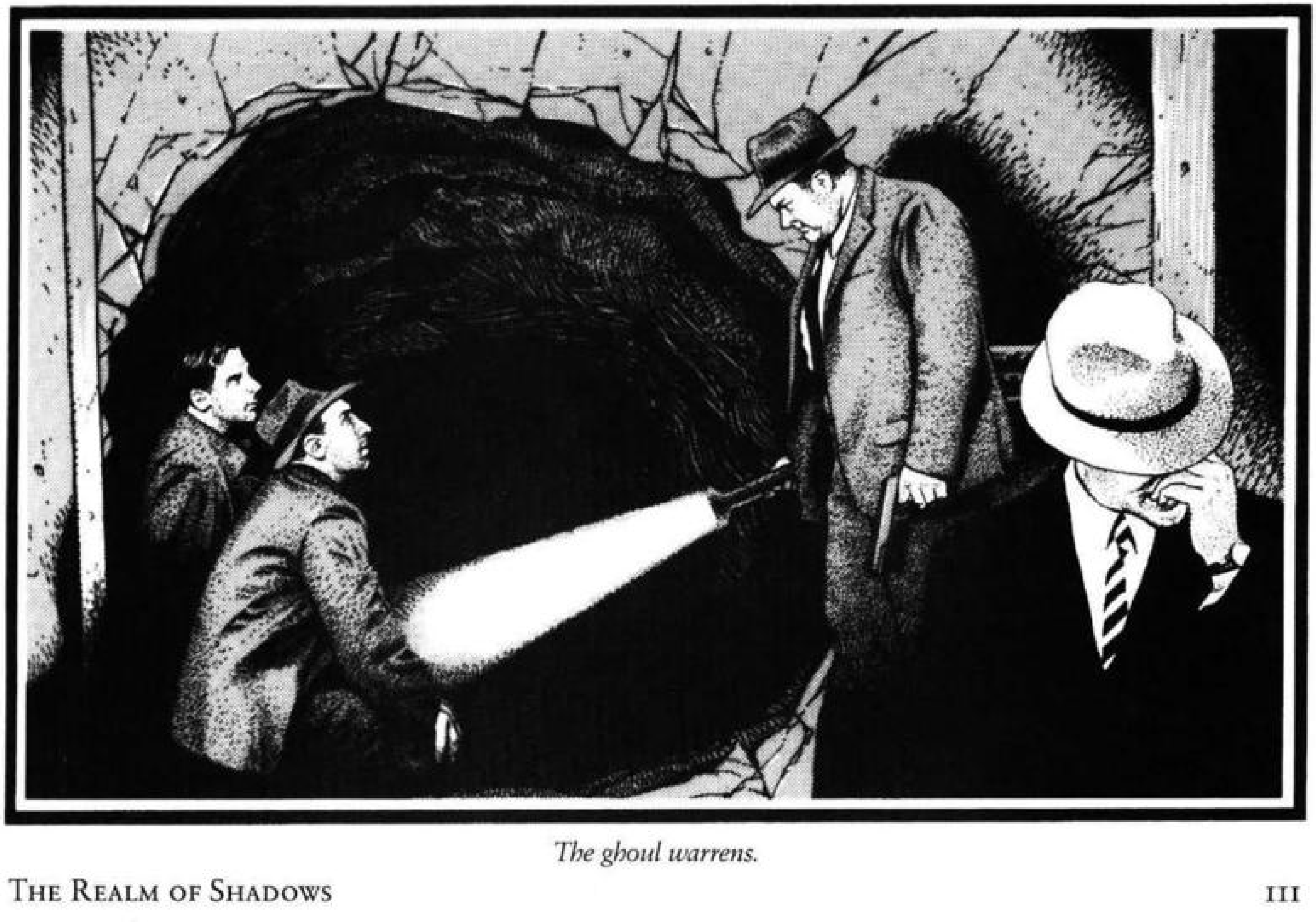
Keeper's note: it is certainly reasonable to assume that the ghouls have overcome the water-table problem by some means. Therefore, at the Keeper's discretion some tunnels may plunge to amazing depths, perhaps linking up with some vast underworld inhabited by far-worse beings.

When the ghouls tunnel into a grave, they do so by connecting to it from their already-established network deeper in the earth. From the nearest tunnel, they excavate a vertical or near-vertical shaft up to the targeted grave. The casket (if one is used) is then lowered into the network and the contents are removed. Usually, the casket is then closed, moved back up the shaft, and returned to the grave. The shaft is then back-filled. This means that these temporary tunnels exist for only a few days or a week or two at most.

This scheme has worked well for centuries. In the rare case when a grave is exhumed, what is found is an empty coffin, but no ghoul tunnel. The logical explanation is, of course, that grave robbers have violated the grave and removed the remains. Through this system, ghouls have largely been able to maintain their secrecy. Anyone who learns of ghouls is either silenced or knows not to speak of them.

The only way to enter the ghoul tunnels by exhuming a grave is to excavate one that has only very recently been despoiled by the ghouls. They may have only removed the casket and its contents, but not yet have had a chance to replace it. Alternately, they may have replaced the now-empty casket, but have not yet adequately back-filled their recently created shaft. (Imagine this: a spade-wielding investigator pulls a coffin out of a grave and finds it empty. He then jumps into the grave in a search for evidence only to have the bottom give way. The last his companions see is him plunging into a newly formed hole in the earth, shrieking in terror.)

The best way to know if a grave has been tampered with is to conduct surveillance on a fresh one. The obituary page of the local newspaper is vital in tracking down when people will be buried. By listening (presumably with some sort of sound ampli-



The ghoul warrens.

fying device like a stethoscope), sounds of the ghouls' activities may be heard. For the uninitiated, hearing such sounds can cause up to 1/1D6 SAN loss. Note, however, that ghouls have a superior sense of hearing. People walking through the cemetery above will probably be heard and only those who are quiet and unmoving while the ghouls are at work will get away undetected. Ghouls will not violate a grave if they know people are in the cemetery above. This is why most of their grave-robbing activity is confined to the nighttime hours.

No map of the ghoul tunnels is provided. They are too extensive to map and their three-dimensional nature does not permit easy mapping. Shafts exist at all angles and while many are horizontal (or nearly so), passages connecting various levels make the warren appear much like a hive.

If the investigators delve into the ghoul underworld, something many will wisely avoid doing due to the obvious hazards involved, they will likely begin by descending a vertical shaft on a rope from a grave they have opened. Alternately, they may enter via the access point in the basement of the funeral home. Once in the tunnels, it is up to the Keeper to create a map. Such a map need not be extensive since it is probable that either the group will flee swiftly or will be assailed by hordes of vengeful ghouls not long after entering the tunnels. In creating such a map, the Keeper should keep in mind the three-dimensional nature of the warren and the difficulties that human intruders (particularly ill-equipped ones) may have with moving about in such an environment.

Cruel Keepers will provide no tangible benefit to investigators who enter the tunnels. It may simply be a means of being killed. However, it is appropriate to include some interesting clues. These may be items pilfered from graves which might be linked to their former occupants. Perhaps even a living human victim, kidnapped from the surface, can be rescued. Regardless, the Keeper has ample opportunity to modify and tailor this section to suit the needs of his or her players.

Tunnel Encounters

It is entirely up to the Keeper when intruders should encounter ghouls in the tunnel networks. If the investigators entered the system undetected, there should be a fair chance to move about freely at least in the short term. Later, individual ghouls may be encountered. If they are silently eliminated, it is possible to continue. Rifle fire, screams of pain, and other loud noises will certainly alert other ghouls in the system as sounds echo throughout. The ghouls have a generally heightened sense of hearing when compared to humans and this is one advantage they will routinely benefit from.

If the Keeper wishes to use dice to determine when random encounters occur, rolling 1D6 once for every ten minutes of game time is probably a good standard to stick to. A result of 1 or 2 indicates that one or two ghouls are encountered. Of course, for the sake of plot and pacing it may be ideal to strongly guide when and where encounters take place rather rely on the random element. For statistics on individual ghouls, consult pp. 97. Any ghouls encountered should be of the lesser variety.

CHAPTER TWO ADDENDUM

The Dreamlands

In *The Realm of Shadows*, two methods are available to enter the Dreamlands. The first is to employ the Dreaming Serum that can be obtained in *Provender of the God* and *When Darkness Falls*. The second is to use the physical gate to the Dreamlands that exists in the cult's great temple in French Guiana. Each method of travel is radically different, both in procedure and effect.

Entering the Dreamlands via sleep is facilitated by the use of the Dreaming Serum. The serum can be ingested or injected and regardless of how it is administered, the effect is the same. The serum knocks the user out and sends his or her consciousness to the Dreamlands–specifically, to Zul-Bha-Sair where Mordiggian's temple is. If several investigators are using the serum simultaneously, they proceed to the Dreamlands as a group. The serum and its gameplay effects are described in detail on p. 99.

Entry via Dreaming

While sleeping, one hour of Earthly sleep is equivalent to a week of existence in the Dreamlands (making one minute in the waking world equal to 168 minutes in the Dreamlands). An individual dose of the Dreaming Serum known as Formula 4 lasts for a variable amount of time (see p. 99 for a full description of the serum and its effects). An average person (having CON and SIZ ratings of 12 each) will be under the serum's effects for twelve real-world minutes or 2,016 Dreamlands minutes (33.6 hours).

The Dreamlands is a world unto itself, one that lags four to six centuries behind the waking world in development. When a dreamer enters this strange realm, all physical items carried transform into Dreamlands equivalents. A flashlight, for instance, would transform into a ornate, *Arabian Nights*-style oil lamp. A rifle might transform into a spear or bow while a pistol might become a curved dagger or scimitar. Dreamers will find that they can interact freely with the inhabitants of the Dreamlands.

When the Dreamer finally awakens, an Idea roll must be attempted. If it fails, memories of the event are lost, including skill checks that were earned. If the roll succeeds, all memories are retained and benefits may be gained from skill checks. If the Dreamer is killed while in the Dreamlands, he or she awakens immediately, loses 1D20 SAN, and forever loses the ability to dream, even with the assistance of the serum.

SAN loss for Dreamers is a bit different than it is in the real world. Gaining Sanity points is as with the waking world. Loss is inflicted normally, but the effects are modified. If 20% are lost, the Nightmare Effects table is employed (see p. 194 of the fifth edition CoC rules). If all SAN is lost, the victim goes insane and dies in the real world. In the Dreamlands he or she transforms into the monster most suited to the situation (Keeper's discretion; a ghoul is a likely candidate here).

Physical Entry

There is only one opportunity for physical entry into the Dreamlands in this campaign: via the gateway that exists deep within the Temple of Mordiggian in French Guiana (see p. 172).

This form of entry is much more dangerous than using the Dreaming Serum. When the traveller enters, all items carried transform into Dreamlands equivalents (as described earlier). When they are returned to the waking world, they do *not* transform back. A person travelling physically to the Dreamlands is every bit as much in danger of death as he or she is in the waking world. Death in the Dreamlands when physically present means the victim is dead—period. The body and any belongings on it never reappear in the waking world.

Note that in many situations, returning physically from the Dreamlands with a few souvenirs might be interesting. For investigators in *When Darkness Falls*, the term "interesting" is the last word they would apply to this. The reasons are obvious: the one and only physical gateway they know of is in the Temple of Mordiggian in French Guiana. When they emerge, they will lack the specialized outdoor gear needed to trek with any level of safety or comfort back to civilization (assuming they carried such equipment with them into the temple and into the gate). Worse, they will be armed with primitive, Medieval-era weapons while their opponents probably have firearms. Liberating outdoor gear to replace that which was lost is sure to be a challenge.

Rulebook Notes

It's easy to overlook, but the *Call of Cthulhu* fifth edition rulebook contains a chapter on the Dreamlands including two new skills—Dreaming and Dream Lore—which are not included in the general skill chapter. The Dream Lore skill has some utility in this campaign, and investigators automatically have this skill at half their Cthulhu Mythos score. Dreaming, on the other hand, is of little use in this campaign as a means for reaching Zul-Bha-Sair, and the author suggests that Keepers ignore this skill in play (but see the boxed text below).

Experienced Dreamers

Though published Dreamlands material is rare and few gaming groups seem to make use of the setting, it is certainly conceivable that one or more of the investigators in the campaign may have already visited the Dreamlands and have the ability to enter it while they sleep. Such investigators seemingly have no need for the Dreaming Serum or the physical gate to Zul-Bha-Sair found at the temple complex in French Guiana.

Before such investigators toddle off to bed and start dreaming, however, the Keeper needs to consider the possibilities. First and foremost, the standard dreaming approach results in the dreamer entering the Cavern of Flame, where two priests wait to greet the dreamer before sending him or her on down the stairs to emerge in a zoog-filled forest.

The trick here, of course, is that Zul-Bha-Sair is in Zothique, a part of the Dreamlands far, far away from the area entered by normal dream-means. Since Zothique is not covered in Chaosium's Dreamlands material—we have placed it within the Dreamlands for purposes of this campaign, as discussed on p. 124—it could be anywhere, conceivably weeks' or even months' travel from where dreamers typically enter. In short, under normal circumstances it is doubtful that the average dreamer could make the lengthy and challenging journey to Zul-Bha-Sair without using the serum or the physical gate to get there directly. On the other hand, the Keeper could rule that the dreamer can consciously choose to materialize in Zul-Bha-Sair directly, or even parley with the priests in the Cavern of Flame to make such a transfer possible.

If there are experienced dreamers among the investigators, the Keeper must decide: can they get to Zul-Bha-Sair readily—and if so, how—or will they have to spend weeks or months travelling through the Dreamlands to get there? Such a decision should be made on the basis of campaign flow. If one option serves the needs of the campaign better than the other, then that's the option the Keeper should choose.

CHAPTER TWO ADDENDUM

Player Aids

PLAYER AID #1A: SELECT REGISTER ENTRIES FOR THE BROAD STREET INN FOR MAY, 1923

Name	Address	Room	Check In	Check Out
Mr. & Mrs. Mark Tyler	220 Reid, Hartford, Connecticut	3	May 3	May 5
Edmund Rickerson	23 Symmes Blvd, Worcester	8	May 4	May 5
Mr. & Mrs. Quincy Merriwether	1100 Constitution Court, Boston	4	May 4	May 6
S. Corning	301 Flower Ln., Boston	7	May 4	May 5
Mr. John D. Morehouse	111 Anderson Rd., Portland, Maine	1	May 4	May 11

PLAYER AID #1B: SELECT REGISTER ENTRIES FOR THE COLONIAL HOTEL FOR MAY, 1928

Name	Address	Room	Check In	Check Out
Emily Rowe	2551 McBride, Boston	105	May 26	May 27
Michael Richmond	621 Tappen Circle, #4, Boston	201	May 27	May 29
Brian Merriwether		232	May 27	June 19
Lawrence Carpar	3204 Exeter Place, Cincinnati, Ohio	234	May 27	June 19
Mr. J. I. Stanton	1 Bishop Drive, Providence, RI	112	May 28	June 2

PLAYER AID #1C: SELECT REGISTER ENTRIES FOR THE COLONIAL HOTEL FOR OCTOBER, 1937

Name	Address	Room	Check In	Check Out
Mr. & Mrs. William Burke	304 Swing, No. 1, Hartford, Conn.	113	October 12	October 14
T. David Martin	2100 Harrison St., Boston	220	October 14	
Anne Merriwether		103	October 15	October 16
Mrs. Ann McCall	500 King Street, Harrisburg, Penn.	201	October 15	October 16
P. Grath		204	October 16	October 20

PLAYER AID #2: RICKETTS' MAILING LIST

(NOTE THAT THE KEEPER CAN TYPE UP AN ENTIRELY NEW VERSION OF THIS TO CONFORM WITH HIS OR HER SPECIFIC CAMPAIGN)

Beckwith Funeral Home
Attn. Morton Hadley
500 Peaston Road
Greenfield, Massachusetts

Fiske Freight
and Messenger Service
Attn. Roger T. Fiske
1335 Green Street, Suite 201
Boston, Massachusetts

John Meierly
222 East Oak Street
Philadelphia, Pennsylvania

Dr. William D. Femm
315 Victory Blvd.
Malvern, Pennsylvania

New Station Enterprises, Inc.
Attn. A. O. Jones
1400 McKinley Street
Trenton, New Jersey

Paulson Shipping, Ltd.
Attn. Mr. Albertson
3000 Oceanside
New York City, New York

Mr. Oliver Smartly
44 Wilmington Court, Upper
Bangor, Maine

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Player Aid #3: Entry in Links With the Past: The Funerary Habits of the New England Natives

which often makes the work difficult.

A strong case can be made for a site reputed to be in Franklin County, Massachusetts. Owners of the Northridge Cemetery in Greenfield made known in a March, 1890 article in the Greenfield *Gazette and Courier* that their cemetery might be located on the site of an extensive Indian burial ground. They stated they had uncovered Indian artifacts and bone fragments in a portion of the grounds that had never before seen use.

This story has been corroborated by stories related to me by Indian shamans whose tribes once inhabited the region. What tribe may be responsible for this burial ground is unclear since more than one has lived in the area, but the site is probably largely undisturbed. This pristine condition is not likely to continue indefinitely since the cemetery is constantly expanded. Presumably, the cemetery expansion will disturb or destroy many artifacts.

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Player Aid #4: Greenfield Gazette and Courier Article Dated March 11, 1890

INDIAN BURIAL GROUND IN GREENFIELD?

Uriah Beckwith, owner of the Beckwith Funeral Home, confirmed today rumors that have circulated in the area for about a week. Mr. Beckwith stated that his diggers recently uncovered old Indian artifacts along with bone fragments. These were uncovered when graves were dug in a new section of the cemetery. Mr. Beckwith has speculated that the cemetery overlaps an old Indian burial ground, one that predates the city of Greenfield. When asked how this might affect his business, Mr. Beckwith said "These objects are of no real value and do not inhibit our business. No one has objected to being buried where Indians once were so I anticipate no problems."

Player Aid #5: Greenfield Daily Recorder-Gazette Article Documenting the Disappearance of Kate Roscommon

MISSING GIRL

Last night, Patrick Roscommon, father of 7 year old Kate Roscommon, reported to the Sheriff that his daughter is missing. According to Sheriff Taggert, Kate was out playing with friends that afternoon and was last seen leaving her friends and returning home.

Sheriff Taggert has led a search of the woods and fields in the area of Northridge Cemetery, where the girl was last seen. No sign of her has yet been discovered and the Sheriff is asking the public to provide any information that might lead to the safe return of Kate Roscommon.

Kate was last seen wearing a blue checker skirt and white blouse. She is 4' 0" tall, weighs 60 lbs., and has blue eyes and medium length sandy brown hair. If you have seen Kate Roscommon, you are asked to contact the Frnaklin County Sheriff's Department immediately.

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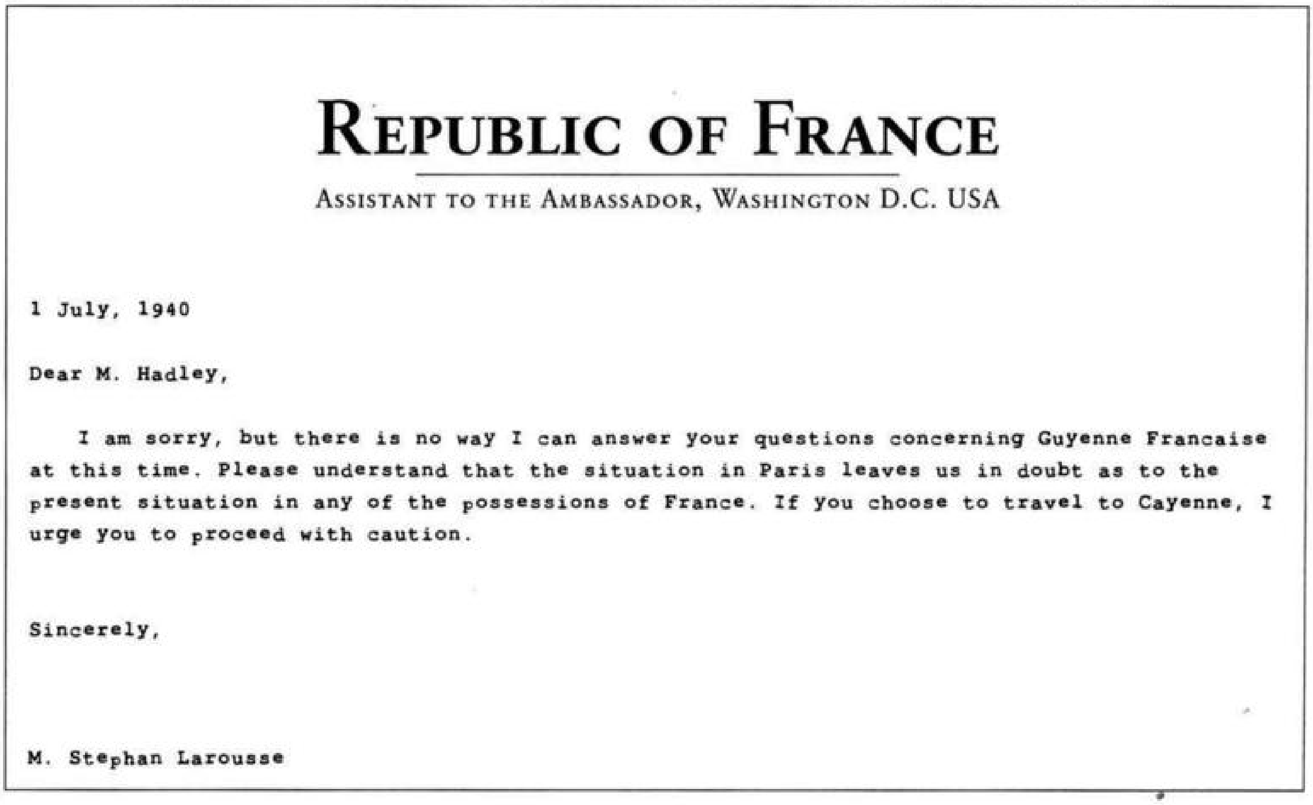
PLAYER AID #6: LETTER FROM THE FRENCH EMBASSY TO MORTON HADLEY



REPUBLIC OF FRANCE

ASSISTANT TO THE AMBASSADOR, WASHINGTON D.C. USA

1 July, 1940

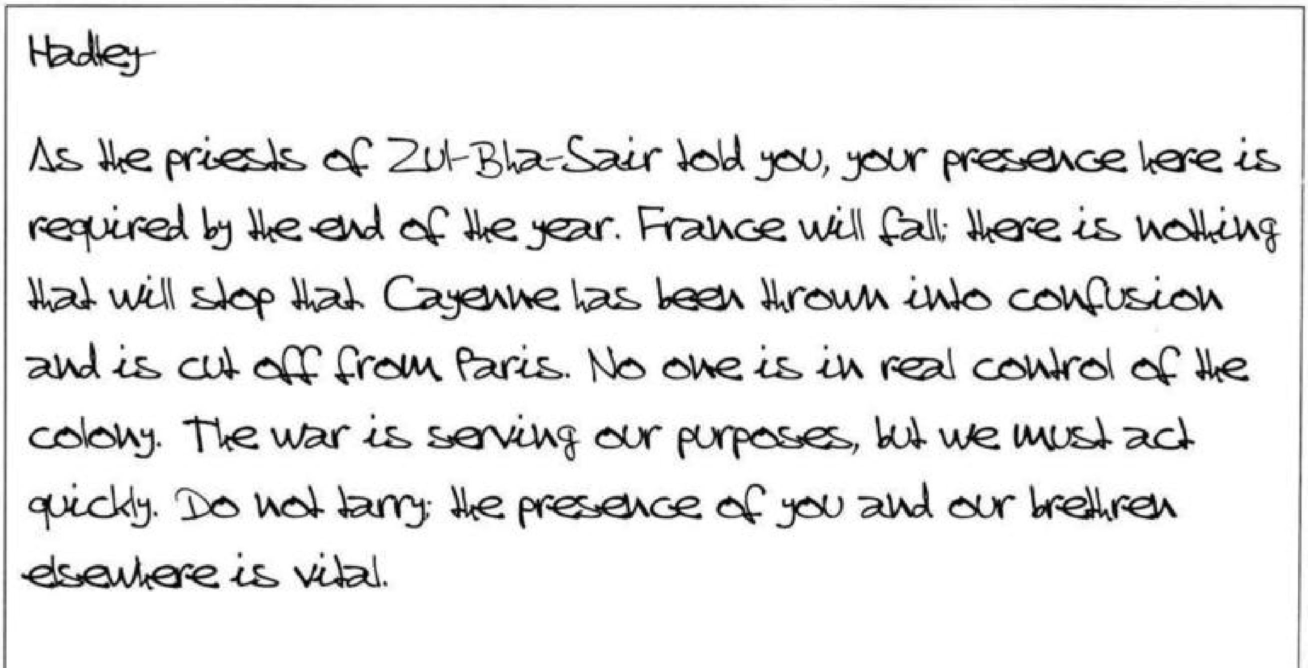
Dear M. Hadley,

I am sorry, but there is no way I can answer your questions concerning Guyenne Francaise at this time. Please understand that the situation in Paris leaves us in doubt as to the present situation in any of the possessions of France. If you choose to travel to Cayenne, I urge you to proceed with caution.

Sincerely,

M. Stephan Larousse

PLAYER AID #7: LETTER FROM THE CULT HIERARCHY IN FRENCH GUIANA TO MORTON HADLEY



Hadley

As the priests of Zul-Bha-Sair told you, your presence here is required by the end of the year. France will fall; there is nothing that will stop that. Cayenne has been thrown into confusion and is cut off from Paris. No one is in real control of the colony. The war is serving our purposes, but we must act quickly. Do not tarry; the presence of you and our brethren elsewhere is vital.

D

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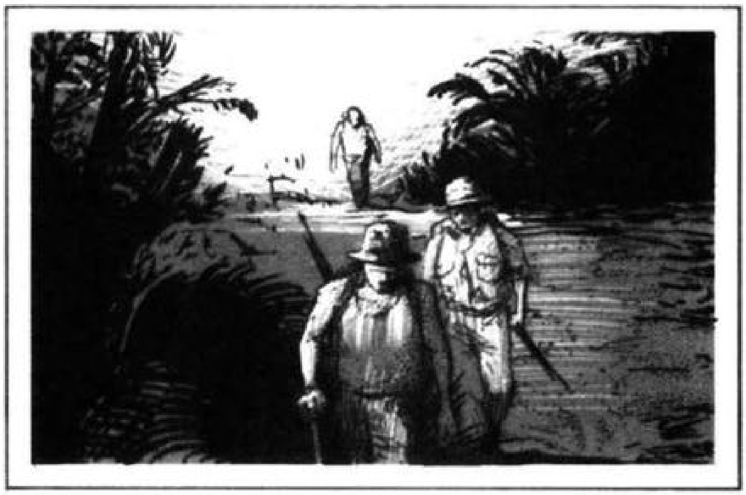
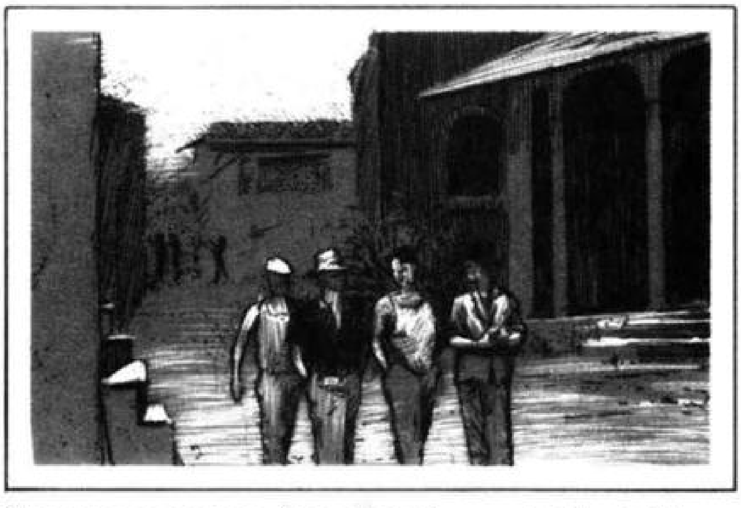


PHOTOGRAPHIC AID #1: Several sweating men who appear to be Europeans are trudging in single file through undergrowth on a riverbank. None are paying any attention to the camera. They are wearing light clothing that is almost identical to clothes stockpiled in the funeral home and some of the residences of cultists. (Found in Farley's house.)



PHOTOGRAPHIC AID #2: Four men in light clothing are walking down a dirt road in a small town. Nothing indicates where it is though from the buildings, it appears the town is one that might be in subsaharan Africa or Central or South America. No natives are in evidence except well down the street. The four men appear to be some of the same ones in the first photograph. (Found in Farley's house.)

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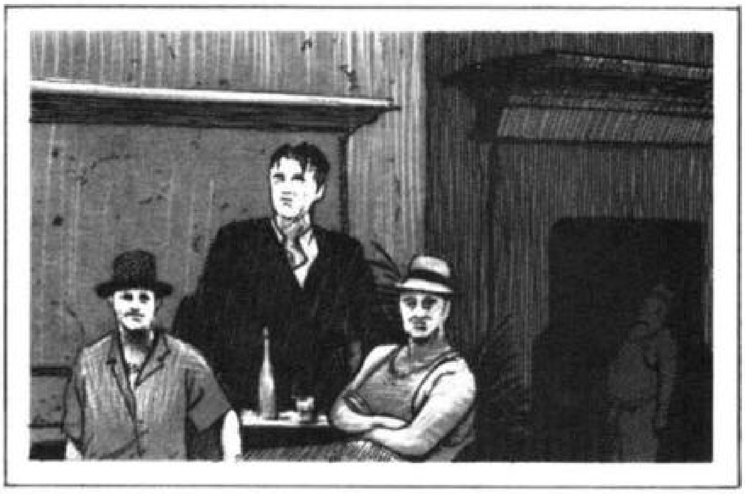
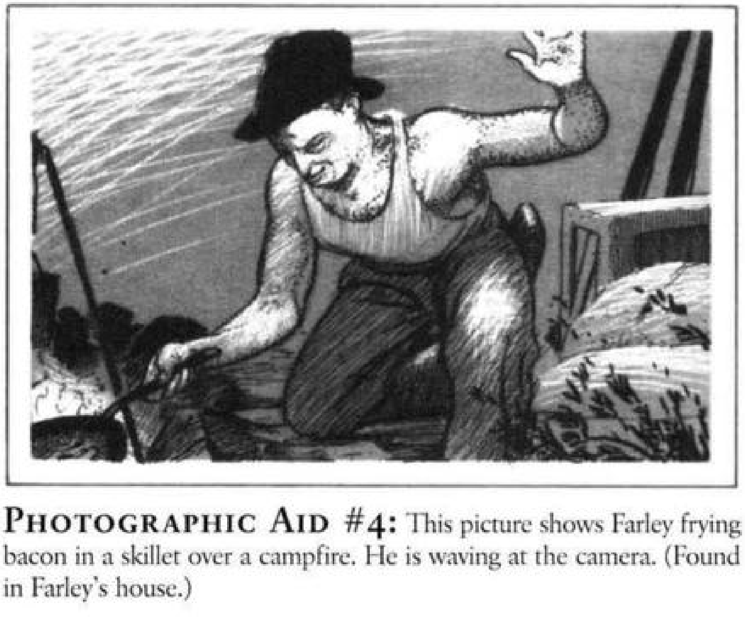


PHOTOGRAPHIC AID #3: Three men (one is Farley) posing for a picture in front of a tavern, perhaps in the same town shown in the second photograph. In the background, a man who appears to be African can be seen. (Found in Farley's house.)



PHOTOGRAPHIC AID #4: This picture shows Farley frying bacon in a skillet over a campfire. He is waving at the camera. (Found in Farley's house.)

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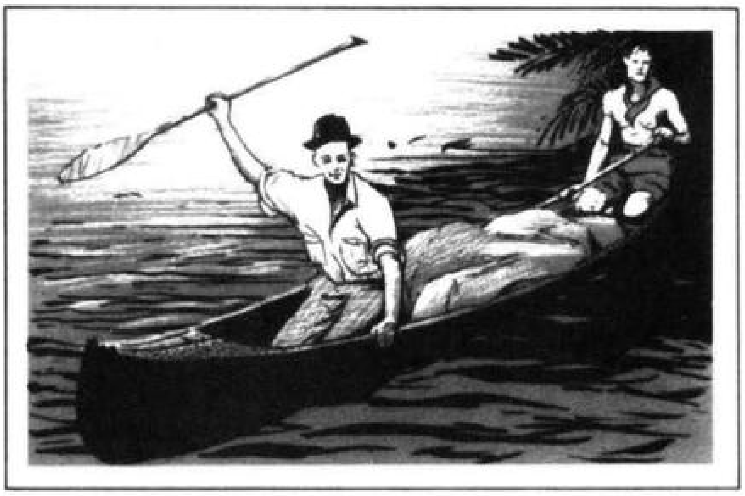
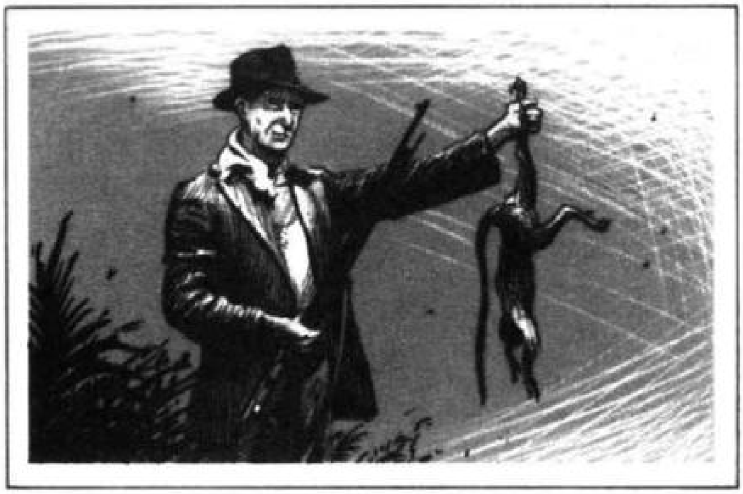


PHOTOGRAPHIC AID #5: This photograph shows two men who look to be Europeans in a canoe on a river. The canoe is heavily laden with supplies that are sercured under tarpaulins. The man in the bow of the craft is holding his paddle aloft and is waving to the camera. (Found in Farley's house.)



PHOTOGRAPHIC AID #6: In this photograph, Farley is shown displaying his latest hunting trophy to the camera. It is a spider monkey and appears to have been shot through the torso. Note that this is significant. The other photos could very well have been taken in Africa. This is the one that confirms they were taken somewhere in South America. A successful Zoology roll reveals the species of the monkey shown in the photo. It also reveals the fact that the spider monkey is exclusively found in the New World. (Found in Farley's house.)

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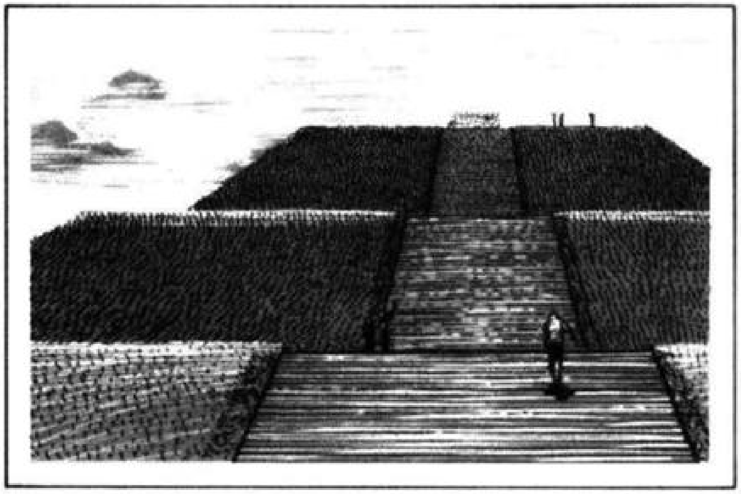
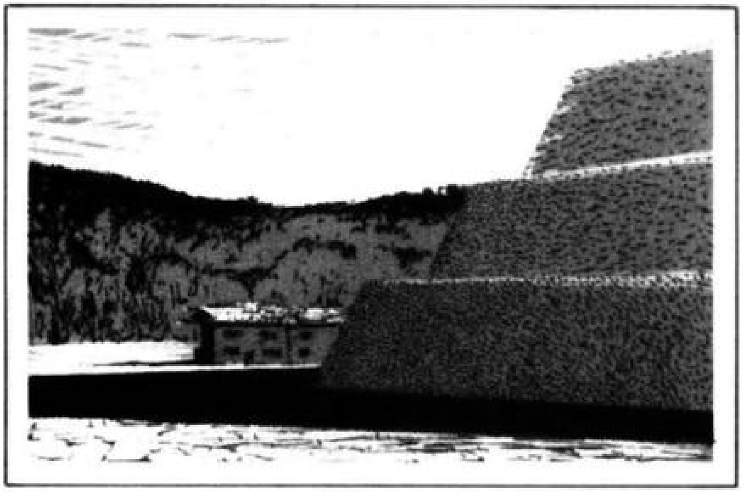


PHOTOGRAPHIC AID #7: Along with two similar photographs (#8 and #9), this one is very odd. In it can be seen a large step pyramid. The picture was taken from what appears to be the front of the structure. A set of steep stairs ascends the side and several figures can be seen on these. A few more are atop the pyramid itself. The flat top of the structure bears a windowless, cube-like building. Strangely, the pyramid appears to be in pristine condition, as if it were recently erected or has been well maintained or restored. A successful Archæology or History roll reveals that the structure may be Mayan or Aztec in origin, but that carvings and trappings commonly known to those cultures are missing. Figures in the picture are distant and can only be seen as being human in form. (Found in Hadley's bedroom.)



PHOTOGRAPHIC AID #8: Apparently taken from a different angle as Photograph #7, this one is from the perspective of one corner of the pyramid. The camera seems to have been a greater distance from the structure and a stone plaza is clearly visible. Barely in the picture is a stone structure that is behind the pyramid. (Found in Hadley's bedroom.)

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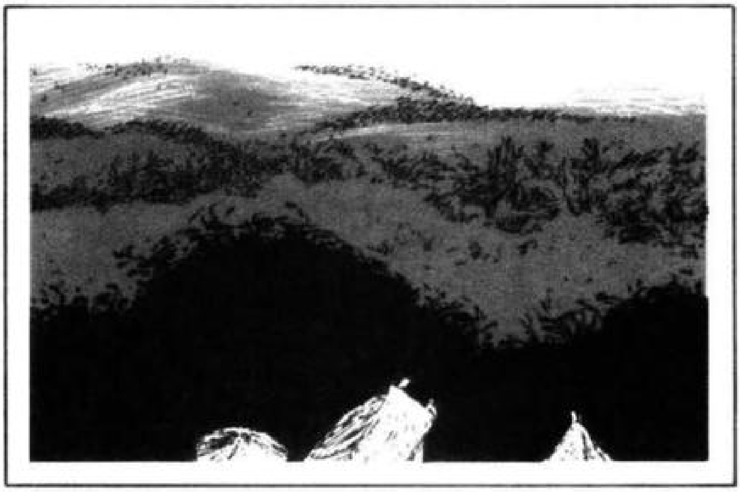
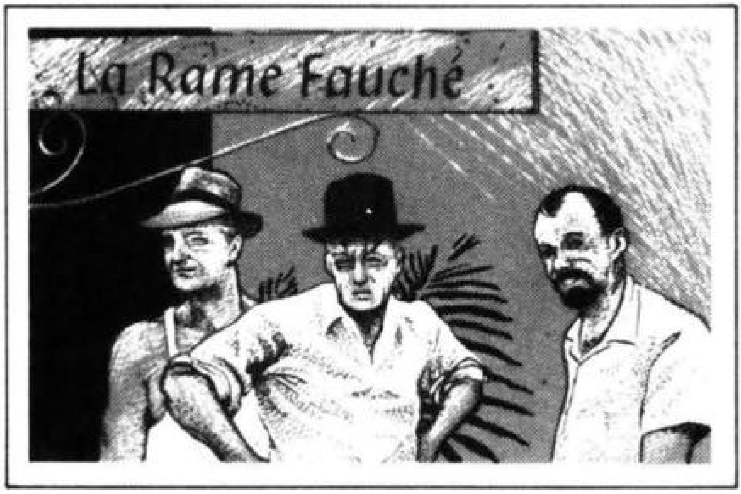


PHOTOGRAPHIC AID #9: Taken from atop a hill or high structure (actually, the pyramid from the previous two photographs), this picture shows a seemingly endless expanse of rain forest. In the bottom of the image are several rooftops. Again, a successful Archæology or History roll will reveal that these may be Mayan or Aztec in origin or at the very least influenced by those cultures. (Found in Hadley's bedroom.)



PHOTOGRAPHIC AID #10: This photograph is radically different from the previous three. It shows Morton Hadley, Christian Butler, and Daniel Wallis (now dead) while in Cayenne during their trip in 1936. They are standing in front of what appears to be a bar. A signboard bearing the name "La Rame Fauché " is clearly visible. (Found in Hadley's bedroom.)

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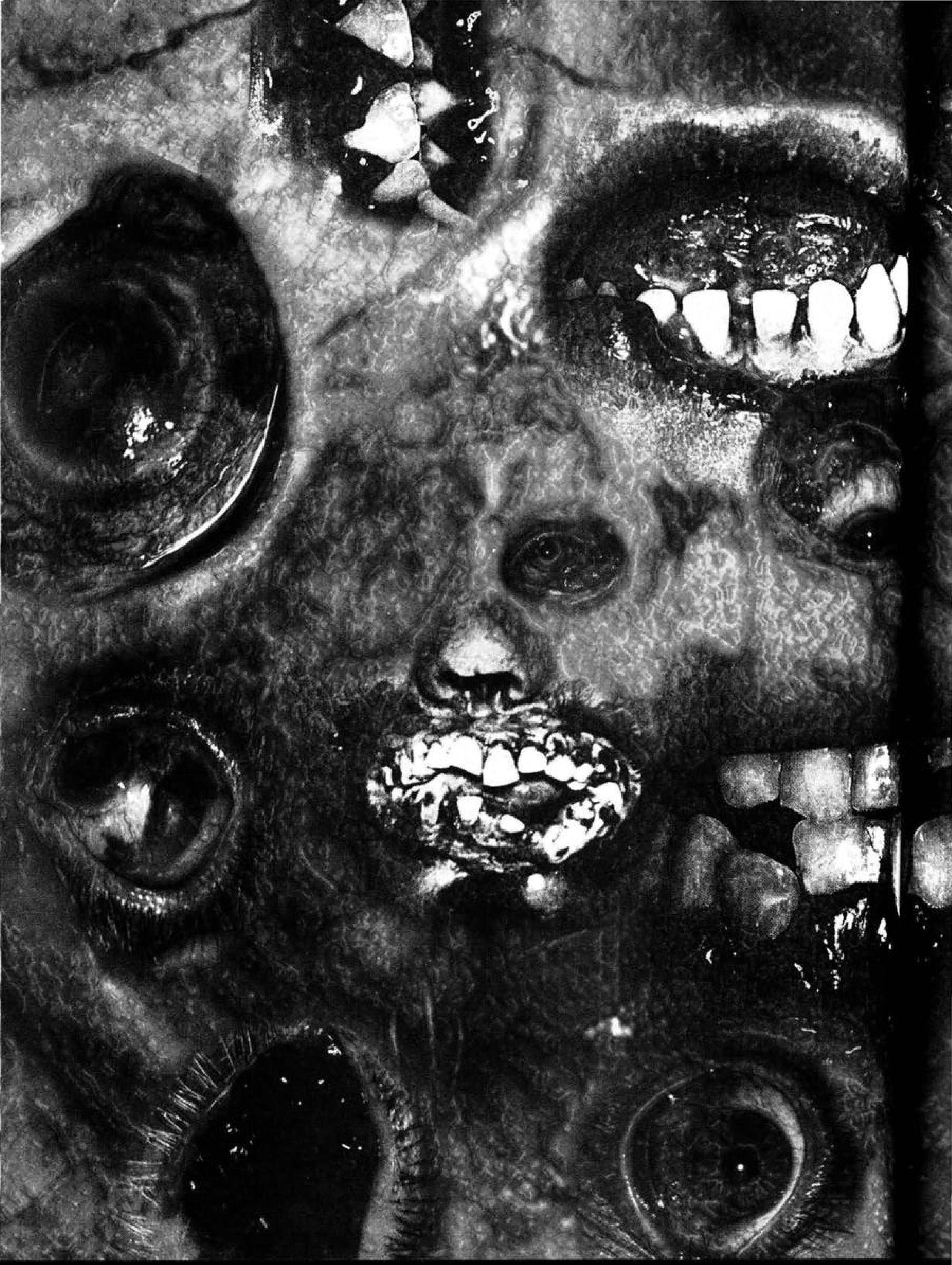

Charnel House

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CHAPTER THREE

Charnel House

This scenario draws on some of the fiction of Clark Ashton Smith for its inspiration. Due to the nature of Smith's material, this may very well play out much like a traditional sword-and-sorcery adventure. For some players, this is an agreeable and enjoyable change of pace. Others who dislike the sword-and-sorcery genre may be repulsed by this. The Keeper must judge his or her players and decide whether or not it is appropriate to include this scenario in *The Realm of Shadows*. The scenario offers opportunities for information-gathering, and provides a dramatic picture of what life under Mordiggian's rule would be like; but it is not a key element in the campaign and can be ignored without affecting the main storyline if desired.

Keeper's Information

Charnel House is an optional side-scenario in *The Realm of Shadows*. In it, the investigators may encounter the ultimate source of Mordiggian's cult and gain information useful in battling their enemies.

There are two main methods of entry into this scenario. The first and easiest is to use the Dreaming Serum (a.k.a. Formula 4) that is available at several points in the scenario. The serum is described in detail on page 99.

The second means of entering *Charnel House* is via a physical gateway. The only such gateway existing in this campaign is in the Temple of Mordiggian in French Guiana. However, there are also points in the physical world where ghoul tunnels somehow link to ghoul tunnels in the Dreamlands, allowing physical access for travellers. Though such points do not exist specifically within the confines of this campaign, the Keeper can introduce this element if it seems logical or if the campaign is being modified to suit the Keeper's needs or tastes.

Note that though *Charnel House* is presented here as a separate scenario, it will likely play out as an adjunct to *Provender of the God* and/or *When Darkness Falls*. In other words, it is unlikely that this scenario will be played out from beginning to end as is usual in *Call of Cthulhu*. Rather, many will find that only portions of this are used.

Using the Serum

The Dreaming Serum has only a limited duration. However, it is consistent in its effect. Anyone taking the serum falls into a state of deep sleep and cannot be awakened by any conventional means. The mind and spirit of the sleeper/dreamer swiftly moves to the Dreamlands. In the case of this serum, the destination is always the same: the courtyard of the Temple of Mordiggian.

The serum allows the character(s) freedom of choice and movement. Just because they begin their time in the courtyard does not mean they immediately have to enter the pyramid. In fact, they may intentionally avoid the structure,

Zothique

Zothique is the creation of Clark Ashton Smith (1893-1961) whose acclaimed career in writing ended inexplicably in 1937. In Zothique, Smith established a fantastic world in Earth's distant future, a world in which all continents had been drowned by the oceans. Zothique is the planet's last continent, having risen from the ocean. Peopled by myriad cultures, this vast land is every bit the fantasy world: technology is akin to that of the Middle Ages and magic abounds. Necromancy, though shunned and considered evil by most inhabitants of the continent, is a key element in several of Smith's stories including "The Charnel God."

Incorporating Zothique and its many lands, peoples, cities, and cultures into the Dreamlands setting–as the author has chosen to do in this campaign–is a relatively easy task. The reader is encouraged to consult Smith's stories which are reprinted in Arkham House's *A Rendezvous in Averoigne* and in Necronomicon Press' *Tales of Zothique* (both are cited fully in the bibliography). The one stumbling block, of course, is to explain the fact that Zothique is supposed to be the last continent. This is a relatively easy matter to accommodate. At some time in its past, Zothique must have co-existed with other continents. Otherwise, humanity would not have had a chance to populate it. For the purposes of a Dreamlands scenario set in the twentieth century, Zothique may be a relatively young land while the other land masses are gradually suffering decay (and will eventually sink beneath the seas). Alternately, the Dreamlands-Zothique seen in this campaign, while identical to the future land of Smith's stories, could be interpreted as being a sort of dream-reflection of the land to come.

rightfully fearing the dangers it may house. Upon arrival, they will find the courtyard completely devoid of activity, as is usually the case. They may freely exit through the open gates and disappear into the crowded city. Alternately, they may dare the dark pyramid. Both of these options are covered later in this scenario.

Using the Gateway

The gateway to the Dreamlands is much more perilous. Just finding it in the course of *When Darkness Falls* is extremely difficult. Actually moving through it places the traveller physically within the Dreamlands, leaving the traveller vulnerable to physical death. More importantly, it places the subject deep within the Temple of Mordiggian in Zul-Bha-Sair.

This limits the options of the investigators. Unless they wish to retreat back through the gate, they are forced to risk the dangers of the pyramid which houses Mordiggian itself. With luck, they have the element of secrecy and surprise. Otherwise, a horde of purple-robed priests may be lying in wait as they come through the gate. Only the luckiest of characters will escape their wrath.

Zul-Bha-Sair

This grim city is home to the great ghoul-god, Mordiggian. A walled metropolis, it is one of Zothique's oldest cities. Though ruled by a king, the true power is Mordiggian and the priests who serve it. At the Keeper's discretion, the king may be Phenquor, the same one mentioned in Clark Ashton Smith's story "The Charnel God." However, this is a minor point since the investigators should probably not have any reasonable possibility of encountering him.

Zul-Bha-Sair is located near a vast desert. The city gates stand open at all times and merchants from other lands travel to the city to sell their wares and acquire local products. Few linger any longer than necessary. Outsiders usually sense the malefic nature of the city and all can point to Mordiggian as being the openly acknowledged source.

In the city's center is a great pyramid which serves as the one temple to Mordiggian as well as its home. It is in principle an open temple, permitting visitors at all hours of the day and night. Very few take advantage of this invitation, for rumor has it that those who visit the temple are doomed to die soon after.

Although the city's one deity is Mordiggian, there are no rites or observances to it. People merely accept the existence of their god and agree to follow the few rules decreed by the priesthood. Whether the priests perform any rites is unknown though rumors and conjecture abound as to the possible nature of the private ceremonies that are thought to take place deep within the dark pyramid.

Zul-Bha-Sair has no tombs, catacombs, or cemeteries. The one great law enforced by the priests is that all dead within the city, regardless of social status or national origin automatically become the property of Mordiggian. Physicians routinely report all deaths they learn of to the temple immediately. A group of four to six priests is then dispatched with a bower made of leather and bone to collect the remains and transport them to the temple. As the grim coterie of priests passes through crowds, conversations become hushed and business dealings temporarily subside. All know that eventually, they and their loved ones will meet the same fate. Few dare to challenge the priests over this issue. In fact, most find it to be agreeable or at least not worth objecting to. In the few cases that the priests have been challenged or denied a corpse, their wrath has become a thing of legend. One noble many decades ago went so far as to steal the remains of his beloved from within the pyramid itself. The priests were seen to chase down the noble in the desert, sprinting faster than jackals. His fate, though not documented, is believed to have been both gruesome and horrific.

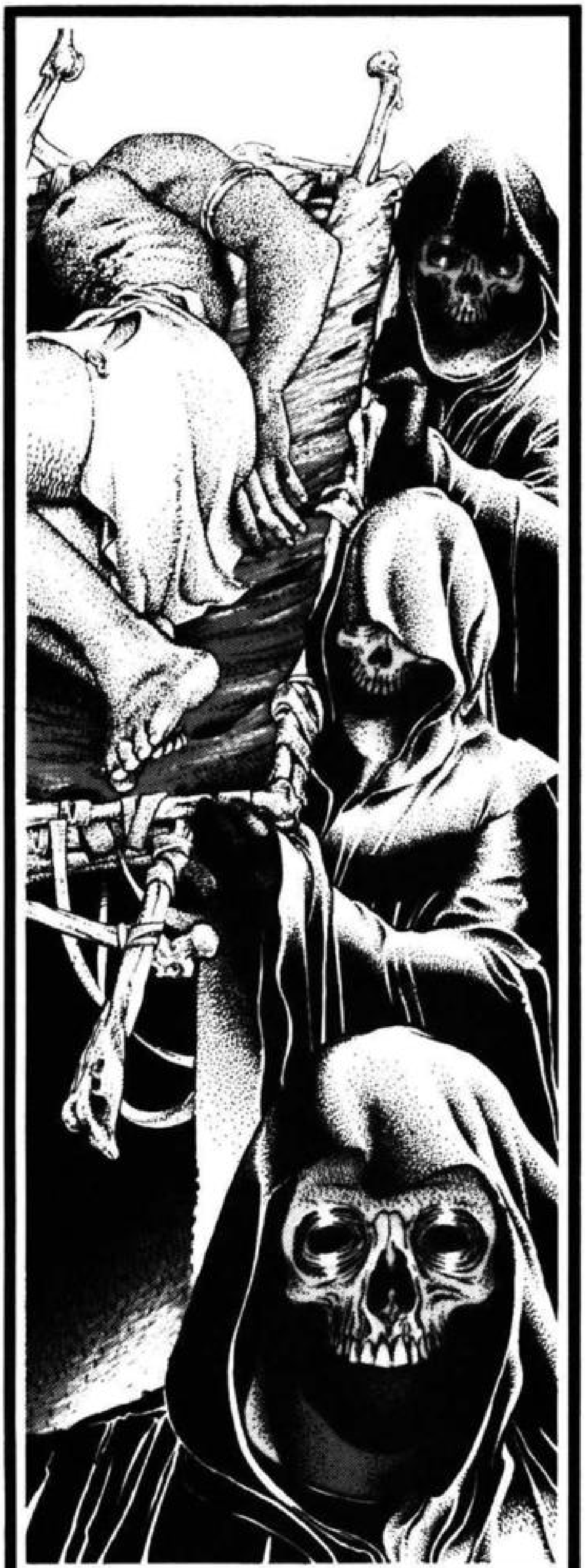
The Priests

Mordiggian is served by a retinue of priests. In appearance, they are hunched humanoids of roughly human proportions. At all times they wear flowing robes of funereal purple and fingerless gloves. Hoods conceal their heads and their faces are hidden behind skull-like masks of silver. It is unknown how many serve the dark god, but they are not known to fraternize with the population. Some believe that the priests must have both male and female members and that they breed among themselves in order to maintain their numbers.

The exact nature of the priests is unknown. While many argue that they must be human, others believe they are ghouls. Since no one has seen a priest uncloaked and lived to tell the tale, it is likely this mystery will remain unsolved for quite some time.

Another mystery has yet to be solved and has spawned much speculation: no one knows just what happens to all of the bodies taken into the Temple of Mordiggian. What is certain is that once a body passes through the gaping entrance, it is never seen again. Some believe that horrible rites are performed on the corpses and that they later serve as sustenance for Mordiggian and its priests. Some even go so far as to suggest that there is no Mordiggian. These people claim that the priests have merely made up the deity and are using it as a front. Such a theory is considered heresy in Zul-Bha-Sair and while it is repeated quietly in conversation, few claim to actually believe it is true, fearing the wrath of the priests.

The truth of the matter is that the entire priesthood is composed of greater ghouls. This race is immortal, or nearly so. They are powerfully built and are both swift and dex-



The priests of Zul-Bha-Sair.

trous. When recovering a body, they do take into account the potential response of grieving relatives. If attacked by a spouse, sibling, friend, or parent of the deceased, they will defend themselves by bludgeoning the attacker into unconsciousness. Only if they are attacked competently or face a serious threat will they employ more drastic means of defense. However, this tolerance and mercy does not apply to those who violate the temple and attempt to recover corpses from within.

When going all-out to kill an opponent, a priest will doff his gloves to reveal a set of dark, shining talon-like claws on each hand. These can be extremely effective weapons. Further, a priest may remove his silvery mask to reveal his half-anthropomorphic, half-canine features. A bite from such a visage can do cruel damage.

Exploring Zul-Bha-Sair

Investigators appearing in the courtyard of the Temple of Mordiggian will find that they are in the shadow of a great step pyramid. (The basic design of a step pyramid was commonly used by the Mayan and Aztec peoples in Mesoamerica as well as the Babylonians and Sumerians of Mesopotamia.) The courtyard is a paved area on one side of the structure which is surrounded by a twelve-foot-high stone wall. In the base of the pyramid nearby is a yawning entrance. Opposite the entrance is a gate through the perimeter wall. Though the gate consists of a set of heavy bronze doors, these always stand open. Through them, the investigators can see into the city. Running by the gate is a main street and on this can be heard and seen what seems to be a scene out of the Middle Ages. The Temple and its environs are described more thoroughly on p. 133.

If the investigators take time to scout out the city, they will find their initial impression to have been accurate. Architecture is much like what one would expect of Constantinople circa the year 1300. Garments vary from rough wool to soft cotton, but the more affluent sport bright, shimmering silks. Merchants offer a huge variety of goods and it is obvious that the city, which the investigators can soon learn is called Zul-Bha-Sair, is an important trading center. The general view one might get from the scene is that one has dropped into the middle of the *Arabian Nights*.

One nice side affect of the Dreaming Serum is that it allows one to understand and communicate in one Dreamlands language. In this case, it is the predominant language of the people of Zul-Bha-Sair. Whatever this language is, it is certainly not English or French. The confused investigators will no doubt notice that the words they speak and write are not English and seem to actually be some sort of strange substitute for that language. This odd effect is worth one point of SAN loss, but only if a SAN roll is fumbled.

The Inn

The Hanging Man Inn is a large, two-story brick building near the temple's great entrance. It sees much patronage from merchants and traders. The clientele is generally middle-class. Investigators who enter here can see, through the smoky air, close to a score of patrons in addition to the staff. The smell of food is strong in the air and it is obvious that meats are heavily spiced to satisfy local preferences. Investigators who possessed cash while entering the Dreamlands will be pleased to find that they are now bearing leather moneypouches containing suitable amounts of gold and silver coins. They should, therefore, have adequate funds to purchase meals and drinks here.

Not surprisingly, this is an excellent place to discreetly learn information as well as obtain food, drink, and bed. Though the investigators may act oddly due to their unfamiliarity with local customs, they will not stand out so much as to be considered bizarre. Remember that Zul-Bha-Sair is a large trading center, so foreigners are welcomed and tolerated despite any quirks and oddities they bring with them.

Investigators can subtly listen to conversations around them or actively interview customers or staff. In either case, they can learn much about Zul-Bha-Sair in an hour. Though the temple and its dark denizens are generally not a topic of conversation, if an investigator broaches the subject, people are willing to discuss the matter. However, during such a conversation, the people involved speak in hushed tones as if they are fearful of reprisals or attracting attention. Asking about this will generally evoke a chuckle. The person will admit that there is nothing wrong with discussing Mordiggian and the priests. It is just that the nature of the morbid subject combined with well-known grim tales makes it a subconscious reaction to speak quietly when mentioning the priests. Those who are more paranoid may not exhibit this reaction. Rather than chuckle, they may state their dread fear of the priests and the dark god. Such fears seem to be unfounded since there are none who can be found who have actually seen the priests do anything violent or aggressive.

After an hour or two of time in the inn (which the Keeper should feel free to roleplay out as long as seems necessary and enjoyable), the investigators should know several things. First, they should learn some basic information about Zul-Bha-Sair and the Mordiggian cult. Much said about the latter is rumor or conjecture (use the information on p. 125 as a guide). Second, they should understand that they are subject to the rules of the temple just as are all the indigenous people of Zul-Bha-Sair. Third, it is clear that though the king rules Zul-Bha-Sair, the ultimate power is the priesthood. Though it seems they rarely exercise any influence outside their well-known requirements, it is apparent they could claim total power (political, religious, and economic) over the city and the surrounding countryside. Fourth, though people don't generally like to converse about Mordiggian, it seems that they do so frequently though usually behind closed doors. Further, it is apparent that there is no insidious "secret police" or other such organization in the city. Apparently, the *status quo* has been in place here so long that no one even considers resisting or even voicing a clear objection. Those that do generally succumb to the dread fear emanating from the dark temple and never actually make any effort to resist.

Tooling Up

Investigators who feel the need to arm themselves have two options. They may either visit any of several armsmakers in the city or may travel to the main square containing the bazaar.

Arms are limited to what one might find in the Middle East in the thirteenth century. The most common swords have curved blades with scimitars and falchions being the most prolific. Some imported blades are present, but in limited numbers and at inflated prices. These blades are straight with either single or twin edges, much along the lines of European broadswords and longswords. Shortswords are less expensive alternatives and daggers are available in a dazzling array of designs. For those who prefer longer weapons, a nice assortment of spears and polearms are available. Javelins, too, are common as are various shortbows. Unfortunately, most weapons command premium prices due to the skilled labor involved in their fabrication. Whether or not an investigator has sufficient funds to afford a desired item is up to the discretion of the Keeper.

Note that a sleeping investigator who was armed at the time he or she entered the Dreamlands will have his or her weapon change into something appropriate to the time period and region. Thus, a rifle might change into a spear or shortbow and a pistol might become a dagger or shortsword. A hunting knife, on the other hand, would remain the same except that its appearance would conform to the time period (perhaps becoming a narrower, curved blade).

Local Government

Contacting local government officials is a useless waste of time. They can provide information, but probably nothing better than can be obtained easily at an inn. No amount of effort will gain the group an audience with any high-ranking figure. Attempting to gain assistance against the temple is futile as is trying to acquire maps of its layout. Investigators who are blatant in their efforts here (or anywhere else in the city) may inadvertently tip their hand. Should the priesthood learn of their shenanigans, it will increase security to the point where trying to infiltrate or invade the temple is suicidal.

Surveillance

Watching the priests as they go about their dire task of collecting bodies is a boring enterprise. In each case, several priests bearing the greasy bower march to the location of a body. They load the remains onto the bower and return directly to the temple.

The temple itself may be a target for surveillance. There is only one gate and no nearby structures are high enough to allow one to peer over the wall. As far as anyone can tell, there is almost never any activity in the courtyard or the entranceway to the temple except when priests leave to collect corpses. No one visits the temple despite its well-known open-door policy.

A Legitimate Visit

One plausible option is for the group to take advantage of the temple's aforementioned open-door policy. If they do, they will enter openly and go through the main entrance. They will soon come into the main entry hall where waits a single purple-robed priest. The sinister looking figure will do nothing unless approached and asked questions. He will, however, bar admittance to other areas of the temple. The investigators may ask him most anything without peril to their lives. He will answer openly and honestly questions that don't involve revealing inner secrets of the temple (such as the fate of corpses or what species the priests are). If asked about Mordiggian, he will not describe the deity, but will state that it is present. At no time during such questioning does he apply a gender to Mordiggian.

Unless the investigators tip their hand, they should say nothing that would get them in trouble. However, it is always possible that an overzealous investigator might say or do something that would get the priest to perceive the group is a threat. A statement should be overt or extreme. For instance, openly asking about Morton Hadley or admitting to having knowledge of the cult's secret stronghold in French Guiana is sure to get one in trouble. An action should similarly be overt, such as attempting to force one's way past the priest and deeper into the pryramid. In such a case, the priest will bang a small brass gong behind him. Within moments (1D6+2 rounds), a seemingly endless horde of priests will enter and either kill or subdue the investigators. Captured investigators will be questioned and later killed. All who die become fodder for the cult. A kind Keeper might allow some of the luckier ones who react swiftly to escape out the main entrance. Those who do will be hunted for the remainder of their time in Zul-Bha-Sair by both priests and the city guard. Attempting to hide out among the populace is probably doomed to failure since anyone who learns of them or recognizes them will almost assuredly turn them in or otherwise alert the authorities.

It is entirely possible that some groups may simply walk in and try to quickly assassinate the priest. Presumably this is to either get a look behind the mask or to get deeper into the pyramid. Regardless, if they fail to kill him instantly (and greater ghouls are tough to kill), he will howl out an alarm rather than rely on the gong. Assistance will be swift in coming.

Hadley in Zul-Bha-Sair

If the Keeper so decides, evidence of Morton Hadley (leader of the Greenfield cult) may exist in Zul-Bha-Sair. It can be assumed that he used the Dreaming Serum to travel to the city while he was still in Greenfield. This would allow him to communicate with his true masters in the Temple of Mordiggian. He may have even made the trip physically, either when he made his first expedition to French Guiana in 1936 or during his present trip if it is underway.

It is reasonable to believe that Hadley would not spend all of his time in the dark pyramid. The Hanging Man Inn is the most logical place for him to visit. There, he may be a known customer. He may even be a known associate of the priest class, making him a target of gossip, fear, and suspicion.

In addition to normal visits where he patronized the bar and purchased meals, he may also have rented a room, one that is perhaps always maintained by the priesthood for guests like Hadley. If he occupied this recently, some clues may have been left behind for snooping investigators to find. The greatest stroke of luck might be that he is actually present in Zul-Bha-Sair at a time when the investigators are there. In this case, his belongings might be in the room including, perhaps, books borrowed from the temple as well as personal notes and documents. This would be especially important if either he or the investigators (or both) arrived here physically.

Hadley's reputation would be a grim one. The staff and patrons of the inn would know him as one of the few people who openly visit the temple. Though they certainly do not know what his business there is, they would venture all kinds of creative guesses. The specifics of this conjecture are left in the hands of the Keeper.

Physical evidence of his presence is scant at best unless he has been here recently. If he is actually present, his room could be a treasure trove of information. Within might be found revealing notes describing cult plans and activities and even revealing the specific location of the hidden stronghold in French Guiana. Hadley would also use the time to study tomes acquired from the priests. If here only through the use of the Dreaming Serum, he would probably only possess one or two books. If here physically, his time is not limited by the action of the drug so he might have a dozen or more books in his room. In any case, they would most likely be titles found only in the Dreamlands.

Keeper's note: This can be taken one extra step. Hadley could possess a house in town in which are stored marvellous clues as well as perhaps some perils. The investigators could locate the house by asking around town, especially at the inn. Hadley would still patronize the Hanging Man as well as local shops and markets. Dozens may know where he lives and will also know that he is not a man to trifle with. No one molests a man with known connections to the priesthood. A diagram of such a house as well as a brief description of it are provided on p. 131.

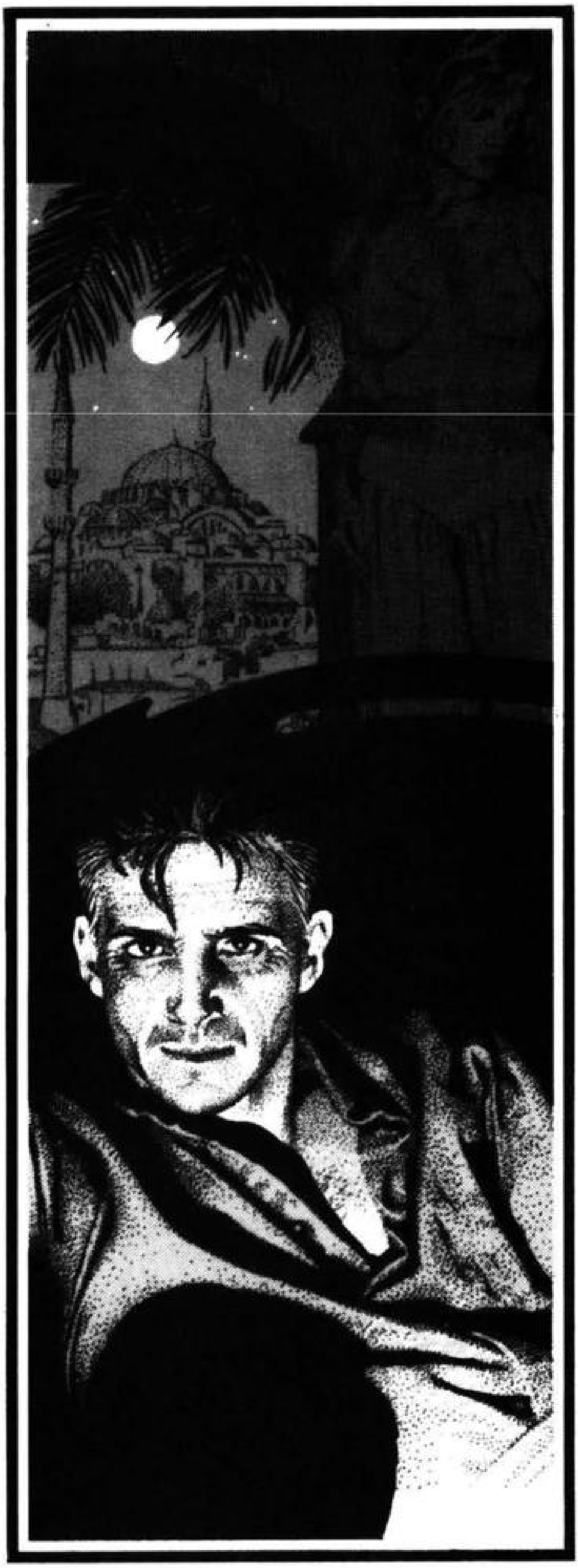
Encountering Hadley

Morton Hadley is more dangerous in the Dreamlands than on Earth. In Zul-Bha-Sair, he knows that he can be more blunt and brutal and need not fear legal repercussions from his actions. While he may not blatantly kill someone on a crowded street, he won't feel that he has to worry much about covering up evidence of murder. In fact, anyone he kills goes straight to the temple anyway, removing evidence of the crime swiftly and neatly. Note that this does not mean he is an unthinking killer. He doesn't just go around murdering innocents. In the Dreamlands, he will kill only on behalf of the cult or in self-defense. So far, he has not killed anyone in Zul-Bha-Sair. However, that may change if he recognizes the investigators.

It can be assumed that Hadley has spent a fair amount of time in the Dreamlands through the use of Formula 4. It is reasonable for him to possess specialized Dreamlands spells. If the Keeper rules that he has these, he may be provided with some or all of the following: Dissolve Skeleton, Explode Heart, Raise Corpses. All are described fully in the fifth edition *Call of Cthulhu* rules. If the Keeper wishes to enhance Hadley's power even more, an assortment of Dreamlands spells can be found in Chaosium's *The Compleat Dreamlands*. Note that while he may know the spell Raise Corpses, he cannot cast it due to the substantial magic point cost. Any other spells the Keeper chooses to give him would probably be necromantic in nature.

Optional Subplots

The Keeper has many options that may be exercised if the investigators spend any significant span of time in the Dreamlands. This section provides a few optional subplots. None are required for use in this scenario and the Keeper is encouraged to create his or her own, taking into account the particular group of players involved.



Morton Hadley.

Grieving Widower

Alarcon is a twenty-year-old member of minor nobility. Several weeks ago, he married Alanna, the beautiful sixteen-year-old daughter of a mid-level prefect in the constabulary. Though each was of a different social class, they are deeply enamored with each other. They were looking forward to a long and successful relationship. Their plans were shattered, however, when Alanna contracted a fever and died. At any time suitable to the Keeper, she perishes and her body is claimed almost immediately by the priesthood.

Initially, Alarcon accepted the traditional disposal of the remains. However, after loading up with a few stiff drinks, his grief overwhelmed him. Now he wants his beloved back. He loathes the idea of what might be done to her remains. Driven insane by his immense sorrow, he grabs a falchion and slips into the temple, hoping to steal the body of his beloved. His plan is to then smuggle her out of town to another city. There, he hopes to pay some necromancer or healer to restore life to her. His plan is highly flawed and will not succeed. Barring assistance from the investigators, he will fail even to escape the temple.

The Keeper has some options here. Alarcon's intrusion into the temple will cause an uproar there. While many of the priests are busy pursuing him, the investigators could take the opportunity to slip in and explore areas left unguarded or poorly guarded. Another possibility is to allow the investigators to overhear an inebriated Alarcon at the Hanging Man Inn blabbing his plans to a few companions. His friends try (unsuccessfully) to convince him to give up his folly. The investigators could offer to assist Alarcon in his foolish scheme, or perhaps enlist him in some plan of vengeance against the temple and the priesthood. Statistics for Alarcon are provided in the NPC section.

This subplot was inspired to some extent by events described in Clark Ashton Smith's "The Charnel God." If players involved here are familiar with that story, it may be advisable to either not use this subplot or to alter it somewhat.

The Necromancer

Exhaltis-Mort is a necromancer in the employ of the cult. In exchange for his services, he is allowed access to some of the corpses collected. These he uses for personal experiments that he hopes will add to his knowledge and power. He is not a follower of Mordiggian, though he certainly respects the power of the cult.

Though he owns a house within a block of the Temple of Mordiggian, much of his time is actually spent in the bowels of the structure. There, he maintains small but functional living quarters adjacent to his laboratory and library. Anything of any real value is kept here, not at the house.

The Keeper has a number of ways that Exhaltis-Mort may be employed. He may simply be one additional threat housed within the pyramid. An alternative is to have him plotting to steal corpses or perhaps books from the temple library. This would, if discovered, lead to his quick demise. He could even meet the investigators and exploit them in order to gain access to restricted areas of the temple. A more friendly view of him would be to permit the investigators to recruit him by promising him books and treasures they might liberate from the temple as they explore it. How any of this plays out is entirely in the hands of the Keeper. A final option is to provide him one or two loyal assistants. They are likely loyal only due to pay provided or perhaps they are his students. They may even be lesser ghouls or hughouls. If so, the Keeper should generate statistics and backgrounds for them.

Complete statistics on Exhaltis-Mort can be found in the NPC section. In appearance, he is a wizened husk of a man, bent with age and extremely pale. His skin is mottled and has a diseased look about it. At most times, he wears a black silk robe with long, wide sleeves. No weapons are in evidence though he always carries a small concealed knife. Though physically he poses no threat, he does have substantial magical knowledge and if given the chance can dish out a lot of punishment.

This subplot was inspired to some extent by events described in Clark Ashton Smith's "The Charnel God." If players involved here are familiar with that story, it may be advisable to either not use this subplot or to alter it somewhat.

The Heretic

Bruhar is a stubborn man who is one of the few willing to seriously entertain all sorts of wild theories about the priests and their god, Mordiggian. His stubbornness may one day combine with sufficient curiosity (possibly lubricated by ample amounts of alcohol) to get him to do the unthinkable: openly question and even harass the cult.

The Keeper can employ Bruhar in any of a number of ways. He might be seen by investigators loudly (and drunkenly) proclaiming any of several theories about the cult. Here are some examples:

- "The priests are ghouls and eat our dead!"
- "There is no Mordiggian! A foul necromancer lives in the temple and the priests are the walking dead!"
- "The priests commit horrible atrocities on the corpses and complete their crimes by eating the dead!"
- "The priests have no real power and use intimidation to get what they want!"

Investigators might act on this by getting information out of Bruhar. They might even try to recruit him. If sufficiently drunk, he might join them in an infiltration of the temple, but will likely be captured or killed (or clumsily reveal the group's presence to the cult).

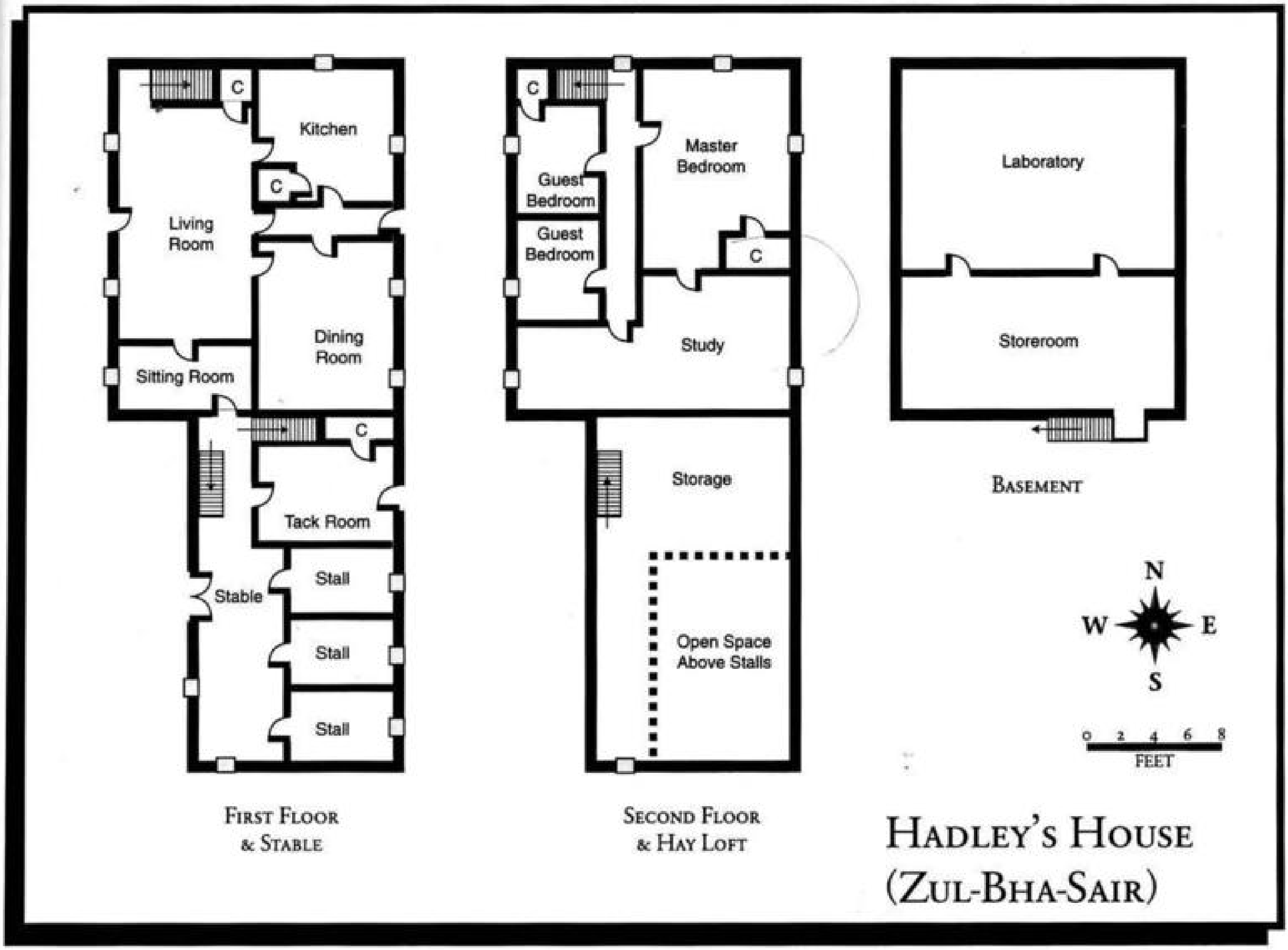
Another way he can be used is to have the priesthood react to him. After seeing him one night protesting in the Hanging Man, the main marketplace, or outside the temple's main entrance, the investigators may next learn of him being chased out into the desert. Several priests run him down, actually overtaking his galloping horse in the process even though they are on foot. From a distance (probably from the city gate several hundred yards away), witnesses see him and his horse being disembowelled and dismembered. The horse is left to rot, but Bruhar's mutilated remains are brought back into the city on the traditional bower. The Keeper might even let the attack or its aftermath be directly witnessed by some or all of the investigators. Those actually seeing the attack (from a distance) lose 1/1D4 SAN. No statistics for Bruhar are provided.

Hadley's House

In Zul-Bha-Sair, Morton Hadley may, at the Keeper's discretion, have a house in which he studies, experiments, and rests. If this is a place he has had for a substantial amount of time, it is likely that most or all time he has spent here has been during the process of dreaming.

Hadley's house is a sturdy, two-story, stone structure with an attached stable. Hadley sees little use for the latter so it is a dusty, neglected storage area containing an assortment of mundane items. The house itself is a well-furnished and comfortable residence and is obviously owned by a person of significant financial means. With the priesthood backing him up, he can afford the finest in trappings.

What follows on the next page is a brief description of key areas of the house. Other areas on the diagram are clearly marked, but otherwise receive no description since they are mundane. The Keeper should fill in the description where necessary, keeping in mind the source of all items present (the markets and bazaars of Zul-Bha-Sair).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Kitchen
C
Living Room
Dining Room
Sitting Room
C
Tack Room
Stable
Stall
Stall
Stall
FIRST FLOOR & STABLE
C
Guest Bedroom
Guest Bedroom
Master Bedroom
C
Study
Storage
Open Space Above Stalls
SECOND FLOOR & HAY LOFT
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FEET
HADLEY'S HOUSE (ZUL-BHA-SAIR)

Study

Located on the second floor, this is where Hadley maintains a small library and does most of his research. Books here are all unknown in the waking world and concern Dreamlands topics. They cover a variety of topics ranging from the normal (botany, history, folklore, *etc.*) to the extraordinary (necromancy, black magic, *etc.*).

One book here is of special importance to Hadley. From it, he may have learned the spell Raise Corpses. Entitled *Ars Necromantica*, it is a heavy, leather-bound tome reinforced with tarnished brass fittings. Its parchment pages bear instructions on necromancy as a form of divination as well as more broad-based notions on what the subject is. If studied in the Dreamlands, it can be considered to be written in the reader's native tongue. If removed physically from the Dreamlands, the text is unreadable since it remains in its original Dreamlands tongue.

Requiring forty-one weeks to study, the volume causes the loss of 1D4/1D10 SAN. Successful readers gain +8% Necromancy, +4% Cthulhu Mythos, +2% Occult, and +1% Anthropology (make this Anatomy skill if that is in use in your campaign). The volume provides a x2 spell multiplier and contains the spells Raise Corpses, Black Binding, Gray Binding, and Create Zombie.

An English translation (or any competent translation of the original into a real-world language) is slightly less potent. Successful readers gain +6% Necromancy, +3% Cthulhu Mythos, and +1% Occult. The spell multiplier and spells recorded within remain unchanged. No such translation is provided in this campaign, but could be added if the Keeper desires.

It is reasonable to place a few other such tomes in this room. It is also an ideal spot to include clues of the Keeper's own devising. These would presumably be influenced by how the campaign has progressed. If the players are inexperienced, it might be ideal to place a journal of some sort here. It may be a simple log of experiments and studies or could be a full-fledged personal diary. What this contains is in the hands of the Keeper.

Master Bedroom

One of three bedrooms on the second floor, this is the only one showing any signs of being occupied. It is richly furnished, even moreso than the rest of the house. Sheets are made of the finest silks and some of the clothes stored in chests are of similar quality. Unfortunately, there is nothing here in the way of clues or revealing information unless the Keeper chooses to add something.

Intruders can obtain a windfall here during their otherwise-fruitless search for clues. While they may balk at looting the house, fearing that its contents might be traceable in the market (a valid concern, by the way), there is a large leather pouch filled with gold coins in a chest. Each of the sixty coins was minted locally and is made of one ounce of the purest gold. If physically removed from the Dreamlands, they can be sold on the market at the appropriate rate. In Zul-Bha-Sair, their purchasing power is substantial (a few coins can purchase a fine sword; one coin can pay the investigators' room and board at the finest inn for a month or more). Since they are minted coins, they can not be traced back to Hadley and may be used without fear of repercussion, though of course, Hadley will eventually figure out that he has been robbed.

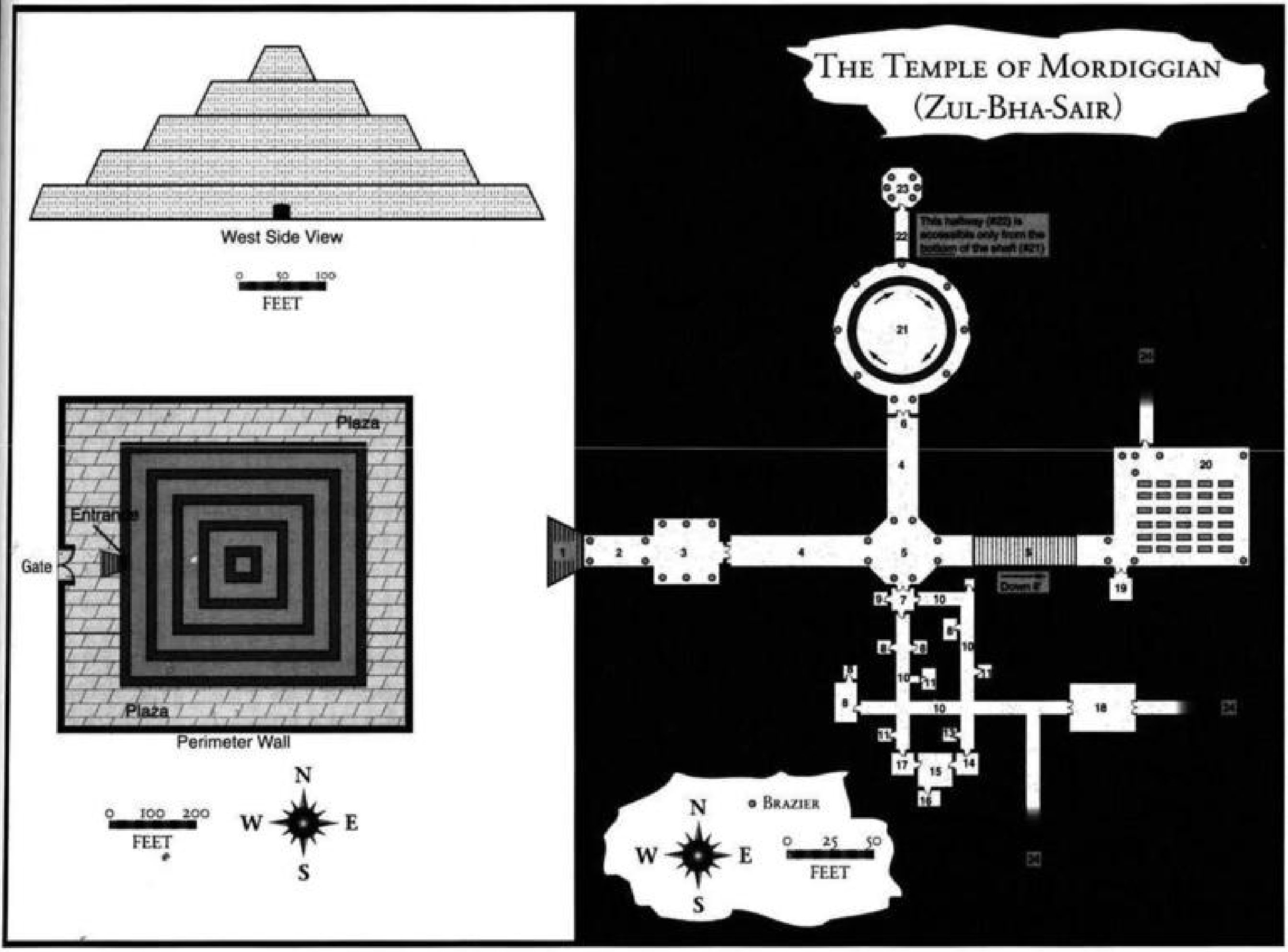
Laboratory

This is a kind of laboratory and altar-room in which Hadley sometimes experiments. Here can be found traditional alchemical equipment and supplies. Enough flammables are here to create a merry fire for arson-minded investigators (oil, sulphur, charcoal, *etc.*). Since the laboratory is in the basement, the entire house will be swiftly consumed by any fire breaking out here. No human remains are present due to strict rules imposed by the priesthood. If Hadley wants to practice any form of necromancy on actual corpses, he must do so at the Temple of Mordiggian.

A Note On Stealing

As implied earlier, robbing this house of noteworthy items is unwise. If such items are then sold on the open market, they can quickly be traced if Hadley raises the alarm. If sold on the black market, the priesthood still has arms long enough to reach there. It is only a matter of time (a few days or, at most, a few weeks) before the investigators would be caught for the crime. The latter assumes, of course, that they remain for a prolonged period in Zul-Bha-Sair, something that is unlikely if they are here due to the effects of Formula 4. Even if Hadley doesn't raise the alarm because he is either dead or absent, a caretaker does check on the house every week. He will notice if an obvious theft has occurred and will raise the alarm.

However, if intruders steal only a handful of innocuous items (a book or two or a few items from chests and trunks), the caretaker will not notice. Hadley will notice, though perhaps not immediately.


West Side View
0 50 100
FEET
Plaza
Entrance
Gate
Plaza
Perimeter Wall
0 100 200
FEET
N
W
E
S
THE TEMPLE OF MORDIGGIAN
(ZUL-BHA-SAIR)
This hallway (#22) is accessible only from the bottom of the shaft (#21)
Down 8'
1
2
3
4
5
6
7
8
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10
11
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13
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BRAZIER
0 25 50
FEET

The Temple of Mordiggian

The pyramid in Zul-Bha-Sair is the absolute center of Mordiggian worship. Within its dark walls, the temple houses a large contingent of greater ghouls that serve as priests to Mordiggian. Worse, Mordiggian itself is also present and only rarely does it leave.

There are two ways of entering the great pyramid provided in this campaign. The investigators can either enter it via the physical gateway from the temple in French Guiana or they may arrive through the use of Formula 4. The latter is perhaps safer since it allows the investigators to consider their options and perhaps slip away into Zul-Bha-Sair. The former hurls the investigators into the heart of the complex and places them in tremendous danger.

Though not available to the investigators in this campaign, a third possible way to enter the temple is via the underworld or ghoul tunnels that crisscross the temple area in French Guiana. Presumably, the complex beneath the pyramid goes deep enough to connect to whatever underworld exists in the region, which in turn connects to the Dreamlands. Obviously, such a place would be inhabited by ghouls, gugs, ghasts, and other unfriendlies and would be unpleasant for humans to venture into.

What follows is a description of the temple and its occupants. The Keeper should run incursions into the temple in a free-form style, taking into account the logical activities and reactions of the priests and Mordiggian. In many ways, this might play out much like a sword-and-sorcery scenario. That is hard to avoid considering the nature of the material which provided the inspired for this, but keep in mind that this is not really heroic fantasy: incursions into Mordiggian's temple are almost certainly fatal.

General Description

This immense black, basalt structure stands at the center of Zul-Bha-Sair and dominates the city. Two-hundred-and-fifty feet high and seven-hundred feet square at the base, it is a step pyramid featuring five steps, much in the tradition of Mayan and Aztec pyramids and Sumerian and Babylonian ziggurats. It dwarfs the French Guiana pyramid (featured in *When Darkness*

Falls) for which it was the inspiration, but frankly the two bear little resemblance to each other. Unlike many such structures on Earth, this one sports no rooftop temple building nor are there any stairs built into the sides. In fact, any examination of the building reveals that it seems no activity of any sort occurs on any of the fifty-foot high steps nor on the summit... whatever activity occurs here, occurs within. The structure is unadorned.

Surrounding the pyramid is a great plaza paved with basalt flagstones. The plaza is empty and is fenced in by a twelve-foot-high basalt wall that encompasses the entire perimeter. On the southern, eastern, and northern sides, the plaza is one-hundred feet wide from the wall to the pyramid's base. On the western side, the plaza is one-hundred-and-fifty feet wide.

The overhead map on p. 133 shows the pyramid, plaza, and perimeter wall. Also shown is the one and only gate through the perimeter wall and the single entrance to the pyramid. The gate consists of a set of heavy bronze doors, but these stand open at all times. The pyramid entrance is an archway in the western side twenty feet in width and fifteen feet in height. In the immediate forefront of the entrance is a set of stairs that descend five feet to the archway. At plaza level, therefore, the arch is only ten feet high.

Activity in the plaza is rare. Anyone watching it will occasionally see a retinue of purple-robed priests bearing the traditional bower (a sort of stretcher supporting a corpse) entering or leaving the structure. Aside from that, visitors are rare and almost always are members of the priesthood. No one lingers in the plaza.

Streets flank the perimeter wall on all sides. Activity on these is normal despite the looming presence of the forbidding structure, but observers will note that no one loiters near the wall or the gate.

Interior Description

Like the exterior, all interior surfaces are made of smooth, black basalt. This hard stone is resistant to wear and is extremely strong. Lighting throughout is poor. Unoccupied rooms are almost always unlit unless they are substantially large or are commonly used. Many rooms in the complex stand empty and see little or no use. When there is lighting, it is either in the form of basalt braziers containing glowing coals or small brass oil lamps. Braziers generally give off a dim, reddish glow and provide only minimal light. Oil lamps provide more substantial illumination, but few are kept lit. While braziers stand in corners or along walls, oil lamps are usually found in niches in the walls themselves. In some cases, they may also be found hanging from brass chains attached to the ceiling.

For major halls and rooms, ceilings are usually in the vicinity of fifteen feet in height. Smaller rooms and corridors usually have heights in the vicinity of ten feet. Doors are usually made of some kind of sturdy hardwood bound in bronze. Few have locks, but many can be barred.

Activity

Security within the temple is lax. Aside from the attendant in the first chamber near the entrance, there is no permanent guard nor are there any interior patrols. Priests and what few visitors and guests there are (such as Hadley) merely go about their daily business. In the area mapped out on p. 133, this business is not overly surprising. Some necromantic research and activities occur in the array of rooms to the south and there is also a receiving chamber for corpses. The great circular room to the north is actually the main access to the Gate of Oneirology which leads to the temple in French Guiana.

Only a portion of the complex is diagrammed for the Keeper. These are areas that are of immediate relevance to the investigators. Straying from the diagrammed area means the investigators are heading into areas they are best served to avoid (see the description of Area #24 for details).

Random encounters with temple occupants are possible at any time. In almost every case, such encounters should be with a greater ghoul priest, since they comprise the vast majority of the inhabitants here. When an encounter occurs is entirely up to the Keeper. It can be left up to a simple die roll made periodically, or can be engineered at certain points to enhance the plot, increase the tension level, or get things moving along.

Contents

What follows is an area-by-area description of the complex. The Keeper should fill in details where appropriate.

1 **Steps.** This twenty-five-foot long set of steps descend from the west to the east a total of five feet and stop at the fifteen-foot-high archway that serves as the main entrance to the pyramid. A pair of braziers flanks the archway; these are lit only during the hours of darkness.

2 **Hall.** This is an unadorned hall, twenty feet wide. Though the hall is unlit, light can be seen issuing from some area to the east.

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3 **Entrance Chamber.** Measuring fifty feet by fifty feet, this plain room is dimly lit by a series of lit braziers. In the center of the east wall is a set of immense double doors, each measuring five feet by twelve feet. These always stand open. Near the doors is a medium-size brass gong hanging on a black, metal framework. This room is always occupied by a single purple-robed priest who admits legitimate visitors, answers questions made by the curious, and prevents intrusion. If it seems warranted, this priest will ring the gong which will summon a veritable horde of priests within moments.

Intruders can get by this priest in one of two ways. If they can kill him quickly before he sounds the alarm, then they have free access to the pyramid for at least a few minutes. Of course, when he is discovered missing or if his body is discovered, that will force the priests to take drastic action to hunt down the perpetrators. The other way to gain admittance is to distract the priest in some way. Not being an idiot, this should be very difficult, but some investigators may think to somehow use a procession of corpse-bearing priests as cover.

Note that simply stealing or counterfeiting the distinctive purple garb and donning it will not fool the priests. They can distinguish by sight and smell a ghoul from a human, even when swathed in the flowing robes.

4 **Hallway.** This is a long, twenty-foot-wide corridor. It is lit by a handful of small brass lamps that are set in niches in the walls. There are actually a fair number of lamps here (about one every ten to fifteen feet), but only a half-dozen or so are lit.

5 **Junction Chamber.** This octagonal room is the junction of three main halls. It is lit by eight braziers plus a pair of lamps in niches in each wall except the south wall (for a total of eight lamps). A pair of massive doors is in the center of the southern wall. These are closed.

6 **Doors.** This is a set of double doors made of solid bronze. Measuring five feet by twelve feet, they are a bit more than two inches thick and are incredibly strong. Though closed, they are not locked nor barred.

7 **Empty Room.** This is a plain, empty room. It is lit by a single oil lamp hanging on a chain attached to the center of the ceiling.

8 **Empty Room.** This is a plain, empty, unlit room. The door to it is closed.

9 **Storeroom.** This fifteen foot by fifteen foot room is a storeroom which contains a stockpile of pottery amphores. These containers are all filled with lamp oil. Arson-minded investigators may hope that setting these ablaze will cause an explosion. The chance of this is minimal, for the type of oil used here is slow-burning and is more akin to congealed animal fat than napalm. However, a fire here could be dangerous in that it would generate a lot of smoke and consume available oxygen. Due to the lack of other flammable materials, a fire here would be very unlikely to spread beyond the room.

10 **Corridor.** This is a normal corridor. It is lit by the occasional oil lamp located in wall niches.

11 **Living Quarters.** This is a bedroom containing spartan accommodations for two. A pair of beds, two large chests, a small table, and two chairs are the only furnishings. The room appears to be unused–there are no belongings or personal effects in here. Though unlit, several candles and a brass lamp are on the table.

12 **Study.** This is a small study. The north wall is lined with bookcases containing assorted tomes and scrolls. Perusal of this material reveals it to be mundane. The room also contains two tables, several chairs, and a medium-size chest. The latter contains writing materials (parchment, ink, quills, *etc.*). A large oil lamp (unlit) is on each table and a pair of smaller ones (also unlit) hang from chains attached to the ceiling.

13 **Living Quarters.** This room is identical to area #11, but may, at the Keeper's option, be temporary quarters for Morton Hadley or perhaps a loyal assistant (one is provided in the NPC section). Personal effects stored here should be normal.

14 **Examination Room.** This room contains several greasy wooden tables used to store cadavers. It is where Hadley or other visiting necromancers first move corpses loaned to them by the priesthood. Initial examinations of corpses may occur here as well as dissections. Shelves along the south wall contain a variety of cutting implements as well as vials and jars of chemicals and other suspicious substances. Lighting is provided by oil lamps hanging from the ceiling.

15 **Laboratory.** This is a complete alchemical laboratory with all the modern conveniences. Examination tables, chests and cabinets of supplies, and even a bookcase of alchemical and necromancy volumes are among the things to be found in here. Lighting is provided by oil lamps hanging from the ceiling. This is where Hadley and his ilk perform necromantic rites such as raising the dead and communicating with spirits. Some kind of protective circle is inscribed in chalk on the floor near the southeast corner, but it will provide no protection against anything the investigators will encounter in the temple.

16 **Storage.** This is where extra materials for the laboratory are kept. It is unlit.

17 **Study.** This is a kind of combined office and library in which can be found several bookcases containing various occult volumes. Most focus on necromancy, but other subjects are covered by the titles in here. This is a likely place to kind a book like *Ars Necromantica* (described on p. 132). A large table in the center of the room is surrounded by chairs. On it is likely to be notes and documents pertaining to whatever research and experimentation is going on in here. If no one is presently using the laboratory (Area 15), then the table is devoid of anything except a pair of large oil lamps.

18 **Library.** This is one of several libraries in the complex and is the largest the group is able to encounter (unless the Keeper

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chooses to expand the complex beyond the bounds given here). The walls are lined with bookcases containing a wide array of texts and scrolls. Several tables and many chairs are in here. Though usually unlit, if in use any of several oil lamps that hang from the ceiling may provide illumination.

19 **Storeroom.** This room is where two dozen of the priesthood's funerary bowers are kept. Each is made of bone and leather and most are greasy and unclean. The aroma given off by these things, though not overwhelming, is unpleasant.

20 **Receiving Room.** This large room contains several rows of stone tables each measuring four feet by seven feet. As a given day progresses, the "day's catch" is brought in here by the priests who deposit each corpse on a table. If more than thirty bodies are brought in within a given day, excess is immediately "processed" and moved out through the northern door. A body will lie here for no more than a day and often may only be here for only an hour or so. Remains are transferred deeper into the complex to feed the priests and their malign deity and/or to serve as components for research or diabolic rites. Lighting is provided by braziers only.

21 **The Shaft.** This one-hundred-foot diameter room has a domed ceiling and is lit by a few braziers. In the floor is an eighty-foot diameter shaft that plunges straight down into darkness. The rest of the floorspace forms a ten-foot-wide ledge around this shaft. There is no handrail.

Perceptive intruders will notice a heavy-duty block-and-tackle arrangement attached to a portion of the ceiling near the east side of the room. This is used to lower supplies into the shaft that are then transferred to the Gate Room (Area #23) and thence to French Guiana. The block and tackle can just as easily raise and lower people, if necessary, but the stairs are simpler to use.

Descending into the shaft and built into its wall is a set of five-foot-wide stone stairs. Like the ledge above, they have no handrail. Though smooth and devoid of obstructions, the stairs can be precipitous to those in a hurry or who are careless. The top of the stairs is on the south side of the shaft (near the doors to the room) and they descend in a clockwise fashion down the wall. The shaft plummets two hundred feet into the ground. At the bottom is a smooth floor. An archway on the north side opens into a ten-foot-wide corridor going north.

Option: This area is presumably off limits to all but the priesthood. It is logical that they might place down here some sort of guardian to prevent access to the all-important gate further on. Such a guardian would presumably be bound to the shaft in some way and would attack and consume any non-priest that came down the stairs. Conversely, it might be instructed not to molest anyone coming from the northern corridor (Area #22) since they would have to first get by the entire cult in French Guiana *and* figure out how to get through the gate. If the Keeper chooses to place a guardian here, there are two especially strong options. One is to make it a gug, a massive subterranean creature known to inhabit the Dreamlands. The other is to make it a ghast, another massive subterranean creature, but one that is somewhat less formidable than a gug. Statistics for both are provided in the NPC section.

22 **Corridor.** This is an empty, unlit corridor. At the north end is a heavy, bronze door. It has no lock, but can be barred from the north side.

23 **Gate Room.** This octagonal room contains the Gate of Oneirology that is of such importance to the Cult of Mordiggian in the waking world. The room is lit with a half-dozen braziers plus a large oil lamp that hangs from a chain in the center of the ceiling. A priest is always present here to act as a liaison with the cult in French Guiana as well as to serve as a guard and to command the optional guardian the Keeper may place in the bottom of the Shaft (Area #21). The Gate of Oneirology is built into the northern wall and is identical to the one in French Guiana in every respect (see p. 172).

24 **Expanding Horizons.** The temple complex is much more vast than what is depicted on the diagram provided. It consists of miles of halls and corridors, hundreds of rooms and chambers, and many levels. Many rooms and chambers will be empty. Others will provide a vital function and somewhere in the complex should be a central altarroom. Some passages plunge deep into the earth and connect with the labyrinthine underworld of the Dreamlands inhabited by unspeakable creatures. An area marked with the number 24 is where the corridor continues on to more rooms and areas where the investigators are not well-served to be. If the investigators begin to explore these areas, it is simple enough to bar their way or find some way to encourage them to head elsewhere unless the Keeper desires to map out another chunk of temple. Options include:

- The corridor is blocked by an especially stout door, perhaps made of bronze. It is locked and barred on the opposite side and short of using a heavy battering ram or explosives (neither of which is immediately available), the intruders cannot get through.
- Issuing from down the corridor is the sound of *a lot* of activity. It can be emphasized that to continue in this direction may substantially increase the chance of being detected. If they insist on continuing, the foolish investigators may come across some large chamber or cavern loaded with priests in the middle of some mundane (or not-so-mundane) activity.
- Issuing from down the corridor is some sort of especially noxious odor or unnerving sound. Continuing down this corridor may earn one an encounter with more ghoulish priests than one could possibly want.

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- As the investigators proceed down the corridor, they hear movement ahead of them. Perhaps they even see an oil lamp swinging on its chain, as if someone had just extinguished it. Regardless, if they are trying to avoid contact, they would be better served going back the way they came. (If they continue, the Keeper can get a bit more blatant and eventually might hit them with a horde of nasties.)
- The Keeper might take the exact opposite approach and permit and even encourage exploration. If this is opted for, extensive advance preparation, including the drafting of maps, must occur. However, the obvious drawback to this is that it magnifies the "dungeoneering" aspect of the scenario and serves no particular plot purpose.

Encountering Mordiggian

Anytime one is within Mordiggian's great temple in Zul-Bha-Sair, it is possible to encounter Mordiggian. However, barring blatant incompetence or hard luck on the part of the investigators, there should be no direct encounter with this dire entity. The Keeper should exercise extreme discretion before actually introducing Mordiggian into a situation.

If it does step in personally, it is likely that the group has violated some taboo (such as stealing a corpse or trespassing into some especially sensitive area). Otherwise, Mordiggian will allow its priests to deal with the intruders.

The one advantage the investigators might have in an encounter with Mordiggian is that it cannot go through the Gate of Oneirology and it is extremely reluctant to leave the confines of the temple (*i.e.* it won't go traipsing around the streets of Zul-Bha-Sair).

NPCs

ALARCON

grieving widower, age 20

Described: p. 130

Nationality: Zul-Bha-Sair

STR 15 DEX 15 INT 14 CON 15 APP 17 POW 11
SIZ 11 EDU 13 SAN 30 Luck 55 HP 13

Damage Bonus: +1D4

Education: tutoring

Skills: Climb 57%, Credit Rating 60%, Cthulhu Mythos 2%, Dodge 51%, Hide 44%, History (Zul-Bha-Sair and region) 35%, Jump 36%, Law (Zul-Bha-Sair) 41%, Listen 55%, Natural History 45%, Land Navigation 56%, Occult 12%, Recite Poetry 54%, Ride 70%, Sneak 58%, Spot Hidden 59%, Throw 33%

Languages: Zul-Bha-Sair 86%

Attacks:

Sword Attack 49%; 1D8+2+db damage (falchion)

Fighting Knife Attack 35%; 1D4+2+db damage (curved dagger)

EXHALTIS-MORT

necromancer, age 81

Described: p. 130

Nationality: Zul-Bha-Sair

STR 8 DEX 12 INT 17 CON 11 APP 7 POW 17
SIZ 10 EDU 21 SAN 54 Luck 85 HP 11

Damage Bonus: +0

Education: tutoring and in-depth research and study

Skills: Anatomy 88%, Astronomy 32%, Bargain 30%, Botany 30%, Cthulhu Mythos 35%, Fast Talk 40%, First Aid 41%, Hide 40%, History (regional) 39%, Law (Zul-Bha-Sair) 21%, Library Use 65%, Listen 60%, Medicine 15%, Necromancy 89%, Occult 75%, Persuade 32%, Pharmacy 34%, Ride 25%, Sneak 12%, Spot Hidden 57%

Languages: Zul-Bha-Sair 100%

Attacks:

Small Knife Attack 28%; 1D4 damage (small, concealed knife)

Spells: Black Binding, Consume Likeness, Contact Lesser Ghoul, Contact Greater Ghoul, Create Zombie, Dampen Light, Explode Heart, Gray Binding, Living Clothes, Raise Corpses, Shrivelling, Wrack, plus any others the Keeper feels are appropriate

MOURTHIN

Hadley's assistant, age 22

Described: (optional character)

Nationality: Zul-Bha-Sair

STR 14 DEX 12 INT 14 CON 14 APP 8 POW 13
SIZ 12 EDU 12 SAN 0 Luck 65 HP 13

Damage Bonus: +1D4

Education: personal studies

Skills: Anatomy 36%, Cthulhu Mythos 10%, Fast Talk 35%, First Aid 36%, Hide 45%, Library Use 41%, Listen 50%, Necromancy 37%, Occult 44%, Persuade 26%, Pharmacy 8%, Ride 26%, Sneak 50%, Spot Hidden 55%

Languages: Zul-Bha-Sair 80%

Attacks:

Large Knife Attack 45%; 1D6+db damage (medium size curved dagger)

Spells: Black Binding, Contact Lesser Ghoul

GUG

optional shaft guardian

Described: p. 136

STR 49 DEX 11 INT 13 CON 31

POW 11 SIZ 56 HP 44

Damage Bonus: +6D6

Move: 10

Armor: 8 points of skin, hair, and cartilage

Attacks:

Bite Attack 55%; 1D10 damage

Claw Attack 40%; 4D6 damage (no db)

Stomp Attack 35%; 1D6+db

Spells: none

Special:

May strike a single target with up to two claws at the same time, rolling one attack roll for each. Damage for each hit is determined individually.

SAN loss: 0/1D8

Notes:

- This is a slightly above-average specimen that may be located in the bottom of the shaft (Area #21) in the Temple of Mordiggian. More information on gugs may be found on page 107 of the fifth edition *Call of Cthulhu* rules.
- Keep in mind the massive size of this beast in relation to the (relatively speaking) cramped space it is located in. It would tower well up into the shaft and be able to grasp characters descending the stairs though those at the top would be beyond its reach. When not attacking, it crouches quietly at the bottom and cannot be seen unless a light is dropped or lowered on a rope down into the dark shaft. Keepers who wish to add to the challenge can increase the dimensions of the shaft to give the gug a bit more room to maneuver.

GHAST

optional shaft guardian

Described: p. 136

STR 14 DEX 14 INT 3 CON 19

POW 11 SIZ 28 HP 24

Damage Bonus: +2D6

Move: 10

Armor: 3 points of skin

Skills: Sneak 75%

Attacks:

Bite 45%; 1D10 damage

Kick Attack 35%; 1D6+db damage

Spells: none

Special: May both kick and bite in the same combat round.

SAN loss: 0/1D8

Notes: This is a slightly above-average specimen that may be located in the bottom of the shaft (Area #21) in the Temple of Mordiggian. More information on ghasts may be found on page 103 of the fifth edition *Call of Cthulhu* rules.

VILGRETCH

greater ghoul high priest

STR 28 DEX 22 INT 20 CON 21

POW 21 SIZ 20 HP 21

Damage Bonus: +2D6

Move: 16

SAN loss: 0/1D6

Armor: firearms and projectiles do half damage

Skills Anthropology 35%, Anthropomancy 74%, Dreamlands Botany 32%, Burrow 77%, Climb 93%, Cthulhu Mythos 65%, Dodge 91%, Dream Lore 80%, Hide 80%, Jump 81%, Listen 82%, Necromancy 88%, Occult 85%, Scent Decay 75%, Sneak 89%, Spot Hidden 73%, Dreamlands Zoology 39%, plus any others the Keeper chooses to provide him

Languages: Zul-Bha-Sair 100%

Special:

- If the bite attack strikes successfully, in subsequent rounds, the ghoul hangs on to the victim, foregoing its claw attacks. In each round, the ghoul "worries" the victim with its fangs, inflicting an additional 1D4 damage per round until killed or dislodged or until the victim perishes. A successful STR versus STR roll on the resistance table dislodges the ghoul.
- Vilgretch is lightning-swift, supernaturally so (much like Matthias Rand). In a close-quarters fight, he is exceptionally brutal and efficient. This gives him the following special abilities:

  - He gains initiative in melee combat versus almost all normal humans.
  - When facing an opponent with a projectile weapon who is within five feet, he gains initiative if the opponent's DEX is less than 14. If it is 14 exactly, he acts simultaneously with his opponent. (Remember, under normal circumstances, those with firearms automatically gain initiative over opponents armed with melee weapons. Vilgretch is a rare exception to this.)
  - Note Vilgretch's higher than normal Move rating listed above.

Spells: Black Binding, Call/Dismiss Mordiggian, Cleansing Rites, Consume Likeness, Contact Lesser Ghoul, Contact Greater Ghoul, Contact Gug, Contact Tsathogghua, Devolution, Dissolve Skeleton, Elder Sign, Enchant Knife, Explode Heart, Flesh Ward, Grave Rot, Gray Binding, Great Feast, Implant Fear, Living Clothes, Living Death, Melding Ritual, Raise Corpses, Shrivelling, Summon/Bind Dimensional Shambler, Summon/Bind Nightgaunt, Voorish Sign, Worms, plus any others the Keeper chooses to add

Notes: Vilgretch represents one of the higher-ranking, but certainly not supreme, cult priests in the Temple of Mordiggian in Zul-Bha-Sair. He is included for the optional use of the Keeper should the investigators encounter a priest of the temple in Zul-Bha-Sair.

GREATER GHOUL PRIESTS

	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10
STR	20	21	18	27	25	21	19	28	24	20
DEX	15	17	14	21	13	18	16	15	16	17
INT	15	13	15	16	18	15	16	20	14	15
CON	18	15	14	21	19	18	16	17	16	15
POW	13	15	14	16	18	18	17	19	16	17
SIZ	14	13	13	18	17	15	12	18	17	14
Hit Points	16	14	14	20	18	17	14	18	17	15
DB	+1D6	+1D6	+1D4	+2D6	+2D6	+1D6	+1D4	+2D6	+2D6	+1D6

Skills Common to All: Burrow 75%, Climb 85%, Hide 60%, Jump 75%, Listen 70%, Necromancy 50%, Scent Decay 65%, Sneak 80%, Spot Hidden 50%, plus any others the Keeper chooses to give them

Languages Common to All: Zul-Bha-Sair 95%

Attacks Common to All:

Claws 50%; 1D6+1+db damage

Bite 40%; 1D6 plus automatic "worry" (see below)

Armor: firearms and projectiles do half damage (round up any fractions)

Spells: all have Contact Lesser Ghoul and Contact Greater Ghoul; some may have additional spells (Keeper's discretion)

Move: 15

Sanity Loss: 0/1D6

Special: If the bite attack strikes successfully, in subsequent rounds, the ghoul hangs on to the victim, foregoing its claw attacks. In each round, the ghoul "worries" the victim with its fangs, inflicting an additional 1D4 damage per round until killed or dislodged or until the victim perishes. A successful STR versus STR roll on the Resistance Table dislodges the ghoul.

TEN CITY GUARDS

	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10
STR	12	14	11	15	17	15	13	13	12	14
DEX	11	16	12	9	13	15	12	12	15	10
INT	13	12	8	12	10	12	16	14	13	13
CON	12	10	12	15	13	17	15	12	14	13
APP	7	11	12	16	9	13	12	15	12	10
POW	9	12	17	14	12	11	15	13	10	9
SIZ	12	13	12	10	17	15	13	12	11	12
EDU	7	6	5	8	6	9	5	10	4	5
SAN	40	61	83	70	58	49	74	65	50	44
Luck	45	60	85	70	60	55	75	65	50	45
Hit Points	12	12	12	13	15	16	14	11	13	13
Damage Bonus	+0	+1D4	+0	+1D4	+1D6	+1D4	+1D4	+1D4	+0	+1D4
Age	17	16	15	21	23	20	18	25	16	16

Skills Common to All: Climb 50%, Conceal 25%, Dodge 40%, Hide 50%, Jump 30%, Listen 40%, March in Unison 60%, Occult 10%, Sneak 40%, Spot Hidden 40%, Throw 40%

Languages Common to All: Zul-Bha-Sair 60%

Attacks Common to All:

Spear Attack 35%; 1D8+1+db damage (spear)

Fighting Knife Attack 35%; 1D4+2+db damage (dagger)

Sword Attack 40%; 1D8+2+db damage (large tulwar; #8 and #10 only)

Specific Skills:

#1: Throw 56% (carries 3 javelins; each does 1D6+1 damage)

#2: Throw 60% (carries 3 javelins; each does 1D6+1 damage)

#3: First Aid 38%, Listen 65%, Ride 26%

#4: Carpentry/Woodcraft 50%, Law 15%, Listen 52%, Spot Hidden 55%

#5: Hide 74%, Sneak 60%, Spot Hidden 51%

#6: Climb 56%, Dodge 81%, Sneak 50%, Track 15%

#7: Fighting Knife Attack 54%, Fighting Knife Parry 48% (carries an extra concealed dagger)

#8: Sword Parry 31%

#9: Bow Attack 45% (shortbow; 1D8 damage; does not carry spear)

#10: Climb 73%, Jump 50%, Spot Hidden 49%

Notes: These guards are poorly educated, working class soldiers. All are volunteers (they are not conscripts), but they have received only moderate training. None have any combat experience.

When Darkness Falls

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CHAPTER FOUR

When Darkness Falls

If all went reasonably well in *Provender of the God*, the investigators will know of the importance of French Guiana to the cult. They may not have all the specifics, but what is certain is that a trip to this tropical French colony is necessary in order to stamp out any mischief the cult is planning there. Further, if there is any validity at all to what the cult claims to be doing, the investigators must act. To do otherwise would be foolish and extremely dangerous.

Keeper's note: it is important to pay special attention to the timeline beginning on p. 192 detailing national and world events. These have a potentially great impact on this scenario since much of it is set outside of the United States.

Initial Actions

The investigators initially will probably be beating a hasty retreat. Even if they wipe out or cripple the Greenfield cult, local ghouls would still come after them, something that should become painfully obvious if they dawdle in the Greenfield area. The sheriff may also be after them, so a well-timed departure from Franklin County is important.

Once out of Franklin County with whatever clues and notes they have gathered from previous exploits, the investigators have a number of options that may be exercised. Each is described here.

Research

At any university or public library, basic research may be conducted on French Guiana. It is mostly known for its notorious penal colony, Devil's Island. Besides that, available sources indicate that French Guiana is sparsely populated and largely unexplored. Its tropical rain forests are extremely harsh and deadly. Most prisoners from the penal colony who escape into the forests vanish forever. The capital of French Guiana is the port town of Cayenne. This is the seat of government and is where a garrison of French-led Senegalese troops are based.

The state of government in French Guiana is not documented in any easily obtained public sources. Prior to the fall of France, what is known is that the colony is run by officials sent from Paris. The colonial government long has had a reputation for gross corruption. Once France falls to Germany in mid-June of 1940, it is difficult to discover whether or not the colonial authorities are recognizing the new Vichy government of France. This cannot be learned from normal research in a timely manner. The best source of information on this would presumably be the French Consulate in Boston, the French Embassy in Washington, D.C., or the U.S. State Department.

Passports

Investigators who do not have passports must apply for them. The application process normally takes a few months. However, if an investigator calls his or her respective Congressman, more swift progress will be made. Unless the investigator fumbles a Luck roll, the passport will be approved and issued within 1D2 weeks.

French Representatives in the U.S.

France maintains a consulate in Boston and an embassy in Washington. Prior to the fall of France in June, 1940, these offices are operated by the legitimate French government. They are busy assisting French citizens in the U.S., conducting normal diplomatic affairs with the U.S. State Department, and working to influence U.S. public opinion. After the fall of France, a Fascist-controlled puppet regime was set up in the city of Vichy, France. This new French government took over after the fall of France and continued to rule the southern half of the country as well as most French possessions overseas. Some colonies rebelled and joined the Free French coalition fighting the Axis.

French representatives in the United States became subject to Vichy since the U.S. was still neutral in 1940. Contacting either the French consul or their embassy will yield little results. They know little of what is going on in French Guiana and no one seems to care. Even personal visits to the embassy result in little progress. The only thing that is learned is that foreign travellers are still welcome in French possessions in the New World, even those under Vichy rule.

If France has not yet fallen when the investigators approach the consulate or embassy, they will be warmly greeted, but otherwise can gain little information. They are informed that French Guiana is isolated due to the Atlantic Blockade, but travel there is not prohibited. Travellers are warned to avoid taking ships to the colony, but to instead rely on scheduled passenger aircraft (*i.e.* they are referred to

Pan American Airways). They are also provided with a list of recommended inoculations, since the colony is well known for its varying and often deadly diseases.

U.S. State Department

The United States Department of State can provide useful information on many areas people want to travel to. Inquiries sent by mail to their office in Washington will be answered reasonably promptly (within one to two weeks). What is provided is a pamphlet on French Guiana. It gives a brief background (mentions the capital, the climate, and the penal colony) and what diseases one should be prepared for. A list of suggested inoculations is included. Also mentioned is that travel there occurs only by ship or by Pan American flying boat. Overland access to the colony is apparently not within the means of tourists and most travellers.

Preparing for the Trip

Proper preparations for the trip are vital since acquiring supplies in Cayenne may prove difficult. Such preparations will probably take a few weeks if a thorough and competent job is to be done.

Arranging Passage

Two methods exist to reach French Guiana: ship and aircraft. The swiftest travel method is by air. Purchasing tickets on a Pan American flight to Cayenne is easy and flights are generally not full. As long as there are fewer than ten investigators, getting seats on a single flight on short notice is possible. Flights depart weekly from Miami and stop at several Carribean islands before finally arriving at Cayenne. The aircraft used is a large flying boat, a common method of long-distance passenger air travel in the late 1930s and early 1940s.

If the investigators wish to employ this option, they will learn (by calling a Pan American scheduling representative in any major city) that flights depart every Friday morning. Arrival time is dusk the same day in Cayenne. Only three suitcases and one carry-on bag are permitted. Baggage is not searched and anyone who is discreet can easily smuggle weapons or contraband on board.

The other option is to book passage on a freighter bound for Cayenne. If the U.S. State Department is con-

Hazards of Ocean Travel Circa 1940

If the investigators booked passage on a neutral vessel (most likely one flying the U.S. flag), then a group Luck roll must be attempted. A fumbled roll indicates that a submarine encounters the vessel, probably near French Guiana. If a second Luck roll is fumbled, the ship is attacked. Otherwise, it is discreetly examined and left alone.

An attack on a neutral vessel will probably take the form of the submarine surfacing and firing a warning shot from its deck gun. The ship will stop and surrender. A search by a well-armed German boarding party (each packs a bolt-action 7.92mm rifle or a 9mm submachine gun) will be swift and will result in the vessel being released. If anything suspicious happens (like the investigators try something heroic and assault the boarding party), the U-boat commander will slam two to four torpedoes into the ship, sinking it within 3D6 minutes. Yes, he is aware this may result in the loss of his entire boarding party, but he cannot risk allowing the vessel to send out a distress call. Anyone managing to escape the ship in rafts or lifeboats will receive no assistance from the U-boat and will be forced to row to the nearest land, perhaps French Guiana itself. The German commander may go so far as to search for and pick up German survivors, but others are on their own.

Travelling on a vessel flying a flag belonging to a country at war with the Axis is more hazardous. In this case, a U-boat encounter occurs if the group Luck roll exceeds 90%. If it is fumbled, the ship is attacked and sunk without warning. Such an attack will probably occur after the submarine surfaces, with it employing its deck gun (far out of range of any weapons the investigators might have). After the vessel sinks, the U-boat will depart. If the Luck roll exceeds 90%, but is not fumbled, the ship will be stopped and sunk, but the passengers and crew will first be given the opportunity to escape in lifeboats. Any attempt to transmit a distress call will force the U-boat to immediately attack and sink the ship using some or all weapons available to it (torpedoes, deck gun, and machine guns).

If the investigators have their means of transport shot out from under them (and don't perish in the process), there are two possibilities. Unless they literally are sunk within sight of French Guiana, they will likely either be rescued by another ship or will come ashore on a remote Caribbean island. The result in this case will be no more than the loss of time and equipment. If they do somehow land in French Guiana with little cash or supplies, they could presumably make up for this given time. Unlike the freed Devil's Island inmates who are essentially trapped in the colony without resources or contacts, the investigators could presumably telephone the States and have cash wired to them. Superior amounts of Credit Rating would decrease the amount of time it would take for funds to arrive by wire transfer, but anyone with a bank account should be able to get cash within a matter of days. Note that cash is relatively easy for investigators to replace. Certain equipment might be hard to come by or unusually expensive (medical supplies, outdoor gear, arms, ammunition, *etc.*) given conditions in wartime French Guiana.

sulted, this option will be discouraged due to the rampant attacks by German U-boats throughout the Atlantic. Investigators who insist on going by ship (perhaps because they do not know they can fly or because they need to carry excess baggage) will be advised by the State Department to go on a ship flying a neutral flag. The United States, all Latin American countries, Spain, Portugal, and Sweden are all still neutral. Note that this is not sure protection, for U-boats will target neutral vessels either by accident or if they believe cargo destined for Allied countries is aboard.

Logistics

Smart investigators will not assume that there are ample supplies in Cayenne and will instead equip themselves in the United States. (The fact that the Greenfield cult was procuring such equipment stateside for their trip should be a good hint.) Suitable apparel, camping gear, and firearms may be acquired from retail outlets in any major U.S. city at normal prices. A few items specific to French Guiana such as localized snake-bite kits will be the only things that cannot be purchased in the U.S.

Seeing a Doctor

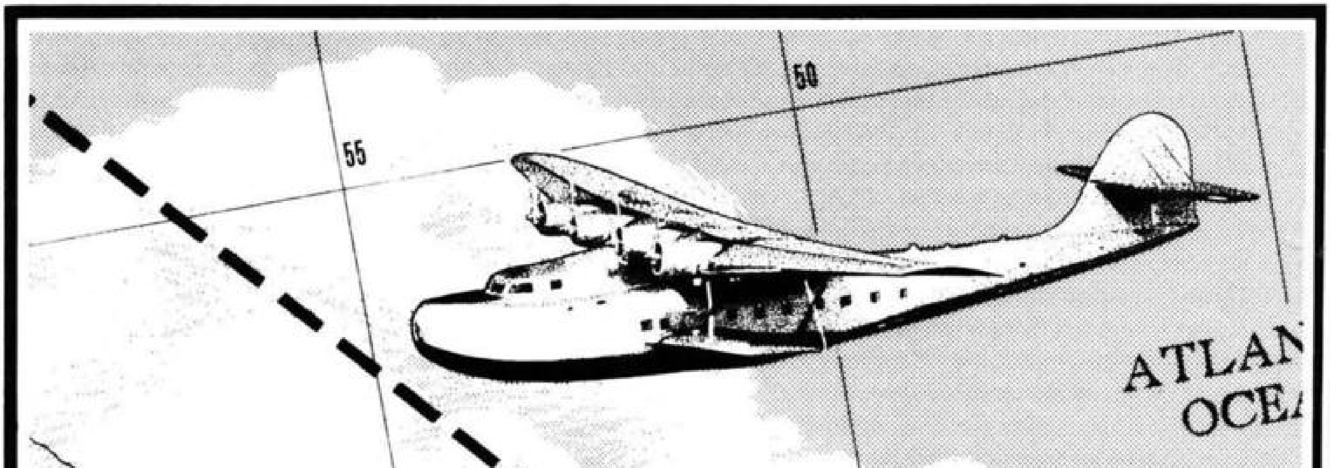
Getting inoculations to prevent typhus and other diseases is an absolute must. If the group fails to do this, the Keeper should feel free to hit random group members in French Guiana with any tropical disease of his or her choice. These diseases should not result in death (a mighty boring way to die in *Call of Cthulhu*), but should weaken them. The effect would be to temporarily reduce CON and STR ratings (thus reducing hit points and damage bonuses), inhibit movement, and place negative modifiers on physical skills (and perhaps even all skills).

On the other hand, investigators who see a qualified physician will be inoculated against any diseases that vaccines exist for and will be provided with a list of suggested medical supplies and where to get them. Thus, they will have access to quinine, sulfa, and other drugs that could save their lives in the rain forest. Note that the players may ask for penicillin, but cannot get it; it is not yet widely available.

The Trip

If the trip is by air, everything should go smoothly. Unless a group Luck roll fumbles, the flight will be roughly on schedule and will be completely safe and comfortable. If the Luck roll does fumble, the flight is delayed in Havana, Cuba due to minor engine trouble or bad weather. It will be completed the next day.

A trip by freighter is more dangerous, though not tremendously so. At this time, German U-boats were inflicting



"*Hey, why didn't we get round-trip tickets?*"

French Guiana

In the 1990s, French Guiana is generally wild and primitive and many areas are poorly explored. In 1940, this was even more true.

Topography, Climate, and Vegetation

Best known to the outside world as being the French possession housing the notorious Devil's Island penal colony, French Guiana is located on the northern coast of South America and covers an area of approximately 32,000 square miles. Its specific coordinates lie between 1°30' and 5°50' north latitude and 51°40' and 54°30' west longitude. The layperson can find it on a map of South America easily by looking for its better-known neighbors. It is bordered on the east and south by Brazil and on the west by Dutch Guiana (today known as Surinam).

The humid, tropical climate is a breeding ground for disease. Europeans who possess little resistance to the many exotic ailments common in the forests of French Guiana are extremely susceptible. While the native population somehow has the resistance necessary to survive, death rates among outsiders are appallingly high.

Though some fertile land is cultivated, this is limited by the lack of labor and the diseases rampant in the region. Only eight or nine thousand acres are being actively cultivated at the time of this scenario. Some food is produced for local consumption while marginal quantities of sugar, cacao, pepper, and hides are produced for export. Though the forests are a potential treasure trove, they have largely been unexploited. Needless to say, the colony is dependent on imports (mostly from France) to meet everyday needs.

The entire colony is heavily forested and much of the interior is totally inaccessible. Mountain ranges are largely unexplored and the only ready access to non-coastal areas are rivers. The colony is fortunate in that it is well-watered, with rivers running out of the interior north to the sea. Lacking these, internal development, even as limited as it is now, would probably be non-existent.

Not surprisingly, the population tends to congregate along rivers as well as the shoreline. Rivers provide a prime transportation route and are exploited by small coastal and river steamers. Aside from these inhabited areas, little is known about the region. Some native tribes do apparently live deep within the uncharted forests, but their numbers are not documented.

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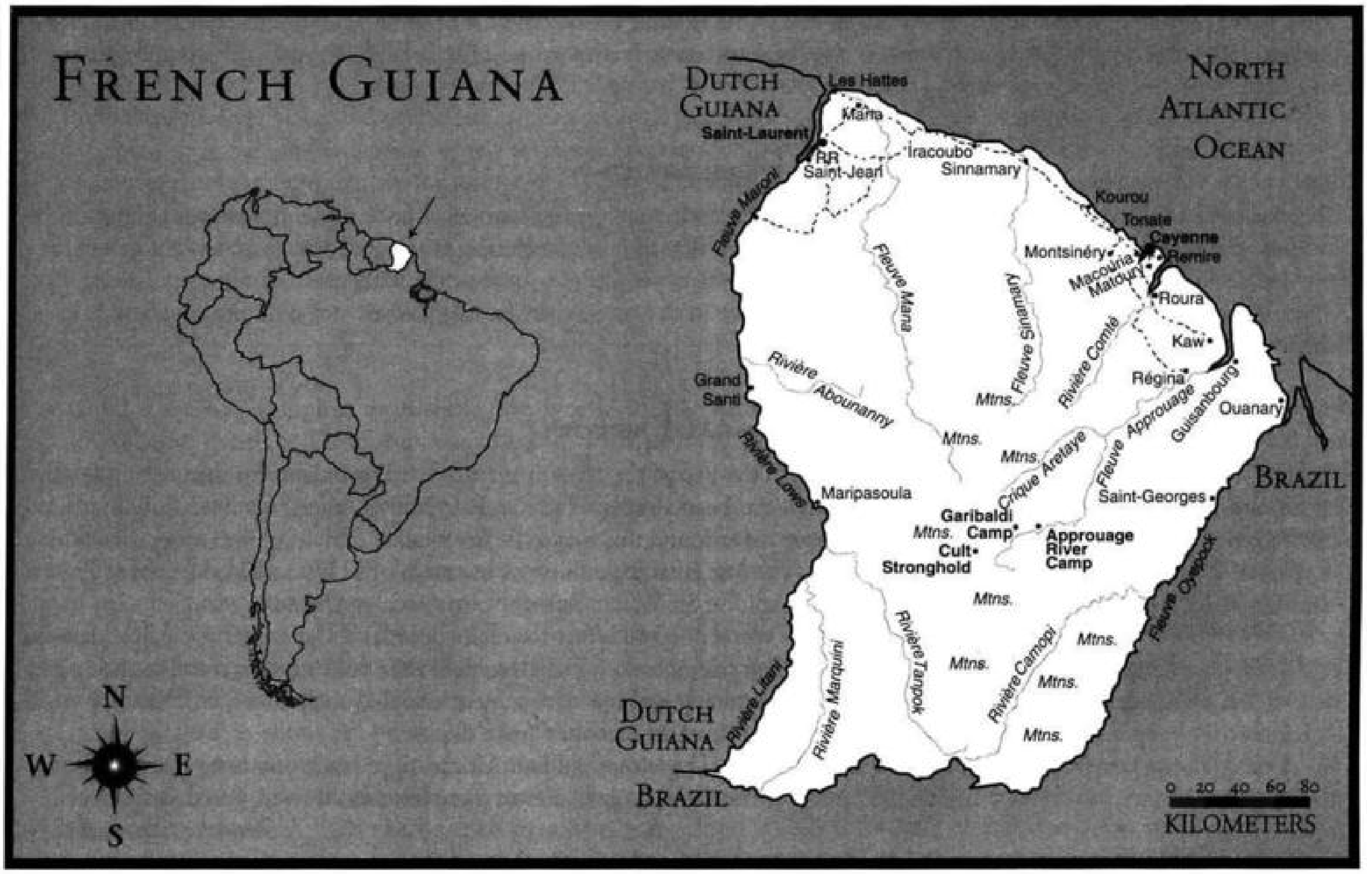
FRENCH GUIANA
DUTCH GUIANA
Les Hattes
Mana
Saint-Laurent
RR
Saint-Jean
Iracoubo
Sinnamary
NORTH ATLANTIC OCEAN
Kourou
Tonate
Cayenne
Remire
Montsinéry
Macouria
Matoury
Roura
Kaw
Régina
Ouanary
Fleuve Maroni
Fleuve Mana
Fleuve Sinnamary
Rivière Comté
Fleuve Approuage
Guisanbourg
Grand Santi
Rivière Abounanny
Mtns.
Rivière Lows
Crique Aretaye
Maripasoula
Saint-Georges
BRAZIL
Garibaldi Camp
Cult Stronghold
Approuage River Camp
Fleuve Oyapock
Rivière Litani
Rivière Marquini
Rivière Tampok
Rivière Camopi
DUTCH GUIANA
BRAZIL
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Infrastructure

Cayenne is the only worthwhile harbor in French Guiana and all infrastructure is focused on it. What few improved roads exist link Cayenne with a handful of towns. Most traffic is therefore confined to footpaths or by water. This has helped serve to constrict development to a virtually imperceptible level. In fact, it is believed that were there a modern and extensive infrastructure, the colony might be able to better exploit its gold resources and earn substantial profits.

The penal settlement owns the colony's only railroad, a twelve-kilometer-long stretch of track linking St. Laurent with St. Jean. This is generally not used for public transportation.

Interior communications are similarly limited. In 1940, there are only nine telegraph offices in the entire colony using a total of 205 miles of wire. Telephone service is scarcely larger, linking 117 telephones with a total of 241 miles of wire. Prior to the war, a monthly cargo vessel came from France; this service halted soon after the commencement of hostilities. Cayenne is linked to Brest, France via a trans-Atlantic cable.

In short, the term "infrastructure" can barely be applied to French Guiana. Outside the immediate area of Cayenne, there is little development and outside the coastal region, almost none.

Economy

The economy is totally dependent on France. By far the most important export is gold. Due to the lack of infrastructure, mining of gold is profitable in only a few scattered areas. This does not discourage people from trying their hand at prospecting; many transient miners attempt to strike it rich in French Guiana. Most of those who survive are lucky to get away with their lives and health intact. For most, the best that can be expected from mining is a marginal return that allows one to make a living, but hardly make a profit.

Other exports include cacao, sugar, and forest products, but these are in insignificant quantities. The only local manufactures of note are rum and rosewood essence, both of which are exported in marginal amounts. The sad result is that the colony has a perpetual trade deficit and France is forced to make up the difference. 80% of exports go to France while most of the remainder goes to the United Kingdom and the United States (who are the colony's #2 and #3 export recipients respectively). Prior to the war, France provided a little over 50% of the colony's imports with the United States being #2 at 20%. These percentages have drastically changed due to the Atlantic Blockade; little or nothing comes to French Guiana from Europe. Not surprisingly, the French franc is the local currency, French is the official language, and the official system of measurement is the metric system.

Population

The exact size of the population is difficult to estimate due to the unknown numbers of undocumented natives at large in the interior. The population may be somewhere in the region of fifty thousand including natives, troops, and transient miners, but may be decidedly less. The population density is a mere two people per square mile with most of the population being concentrated along rivers and the coast. What people live in the interior are mostly natives and gold diggers as well as an unknown number of unconfined convicts.

Colonial History

French Guiana is a wild, generally unexplored region in the 1940s. Yet, it has been inhabited by Indians for many centuries and by Europeans for over three hundred years. Many have been drawn to the region. Native Americans have long lived and thrived in its steamy rain forests, but Europeans have never found the area to be hospitable. Early explorers were drawn here by tales of El Dorado, a mythic Indian city of gold. The last great expedition of in search of El Dorado in the area of French Guiana was led by no less than the famous English explorer Sir Walter Raleigh (born circa 1552, died in 1618).

As France's only colony in South America, there was a political effort for many decades to tame the tropical wilderness and make it an Eden for French colonists. On more than one occasion, French settlers were convinced to travel to the colony and hack a living out of the rain forest. Bureaucratic bumbling and mismanagement crippled such attempts. The region was never properly prepared for the arrival of colonists and thousands perished from disease.

Few colonists were able to succeed in French Guiana. Those that did had African slave labor operating plantations, but the abolition of slavery in the first half of the nineteenth century eliminated even these few who thrived. Freed slaves fled into

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the wilderness to reestablish patterns of life they had possessed in Africa. Termed "Bush Negroes," only they were able to survive in the tropical climate that previously was home solely to Indians.

For decades, the colony festered and was wholly dependent on subsidies from Paris. In the 1850s, a new scheme for developing French Guiana was cooked up within the French government. Since no one could be convinced to voluntarily settle there, the hope was that convict labor could do what colonists and troops had failed to do. The idea was simple. French prisons were overflowing with violent criminals of every description. Send them by prison ship to the colony and have them work out their sentences there. Better yet, once their sentences were complete, refuse them permission to return home. Instead, they had to live in in the colony until a period of time equal to their first sentence had passed. This policy, known as *doublage,* effectively doubled the sentences of convicts. The hope was that these men would marry native women and settle locally. No one ever considered that the native women almost universally would have nothing to do with convicts hauled in from Europe.

Doublage was an effective death sentence for many convicts. Even if they survived the penal colony, they were forced to remain in the harsh, unhealthy environment with little hope of improving themselves. Few survived this second sentence imposed upon them. Those that did were forced to pay for their own passage back to France, something that was prohibitively expensive for many former prisoners. Needless to say, over the nearly one hundred years that the penal colony existed in French Guiana, more than nine out of ten convicts failed to survive their sentences.

The penal colony in French Guiana became known to the world as Devil's Island. Actually, while there was a "Devil's Island," it was only one of three islands where convicts were held. Others were kept on the mainland and those that had served their sentences, but could not return home due to doublage or lack of funds, congregated in and around the colony's few towns and villages. Devil's Island was controversial from its very beginning and over the decades, became one of France's greatest political embarrassments. In the late 1930s, steps were being taken in France to dismantle the system which was not only not working, but was extremely corrupt and abusive. World War II and France's fall to Germany delayed any plans for the closing of the penal colony and it wasn't until the 1950s that it was gradually dismantled. By the end, guards were simply opening gates and forcing prisoners out into the forests and towns since no funding was left to operate the facilities.

Cayenne

Cayenne is the capital of French Guiana and also serves as its main port of entry. Though it is the only harbor of any consequence in French Guiana, it is at best merely adequate. Because it is shallow, vessels that are moderately large are forced to anchor six miles offshore. It is located on the Isle of Cayenne near the mouth of the Comté River. The population of the city is somewhere around 13,500. Structures are mostly built of wood and brick and the street plan is a well-organized square arrangement. It is the only settlement of any economic importance, but by any reasonable standard it is economically poor. Cayenne is the colony's only source for foreign-made goods. Despite being the only sizable population center, it suffers from a chronic labor shortage, something that continues to stunt economic growth.

Oddly enough, Cayenne does have a few features one wouldn't expect of a town in such a setting. It possesses a small college and a remarkably complete (if modest) public library. There are four private newspapers each with a circulation of 400, as well as a monthly government journal with a circulation of 200.

appalling losses on shipping throughout the North and South Atlantic. Even the Caribbean was affected, particularly after the fall of France when French ports became available to Axis naval forces. While neutral shipping was not usually targeted, accidental attacks did occur.

The trip should be normal. A large amount of equipment may be taken aboard and baggage is not searched. Passengers and crew are all briefed on specific rules that are unique to maritime travel during times of war. No one may smoke on deck during the hours of darkness. No lights are allowed to show. All portholes are painted over with black paint and doors are rigged to automatically shut off lights if they are opened so much as a crack. The reason is simple. One small light can be seen by a prowling submarine and attract it to the ship. The consequences of an encounter with a U-boat are described in the boxed text on p. 143.

One option remains that may be exploited by the Keeper: to introduce villains overlooked by investigators in previous portions of this campaign. In all likelihood, some of the tenants of the Beckwith Funeral Home escaped. Some of these same individuals may board the same ship or aircraft as the investigators. There are two potential reasons. The first is they are out to get revenge on the investigators or silence them because they know too much. The second is they are travelling to French Guiana to warn the cult there and it is only a coincidence that they are employing the same method of transportation at the same time.

How this plays out is up to the Keeper. However, it is urged that if this option is used, it should be a logical progression of events, not a contrived encounter.

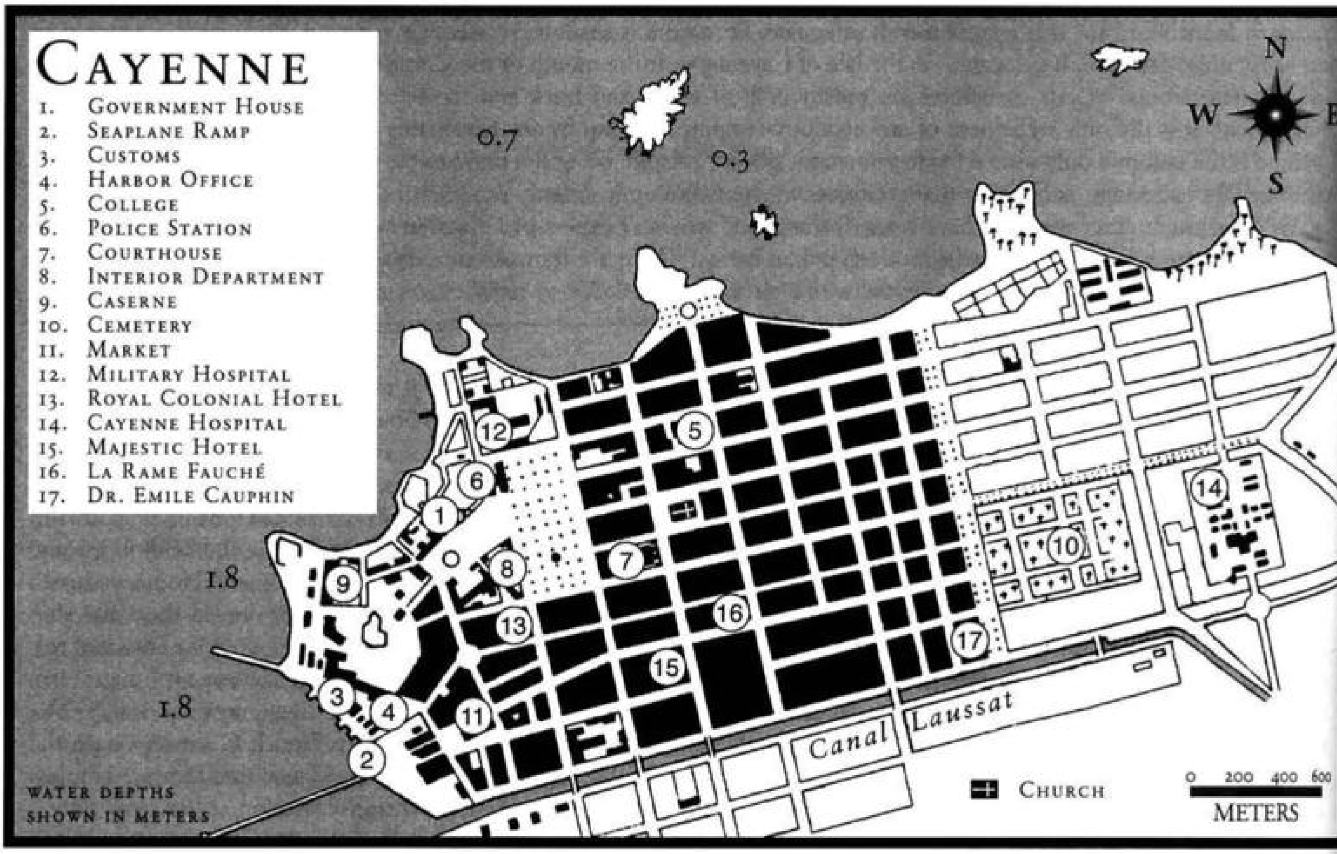
Cayenne

Cayenne is the capital of French Guiana and also serves as its main port of entry. By North American and European standards, Cayenne is a pestilential backwater. Despite its place as a territorial capital, it has long suffered from corruption and bureaucratic mismanagement. Merely travelling the streets is an interesting experience. A fascinating array of cultures is present. People of European, African, and Native American descent are all present and scattered among these are former tenants of the penal colony. Merchants hawk their wares, but prices of all goods not indigenous to French Guiana (which means just about everything) are grossly inflated. Former Devil's Island convicts are easy to spot since most bear an assortment of tattoos. Most of these men are at the bottom of the social structure, having no political power and little money. Few can legally return to France because of doublage (see the boxed text about Devil's Island on p. 147) and many who can lack the funds to buy passage anywhere. Much of the town lies in varying degrees of squalor, but the investigators will be able to locate areas of relative wealth and prosperity. The boxed text on p. 149 describes several of the major locations of potential interest to the investigators.

Wartime Conditions

In 1940, Cayenne was suffering from the effects of the world war in multiple ways. The most tangible effect for the population was being effectively cut off from France. French Guiana was (and still is) very dependent on subsidies and supplies from France. The German blockade of the Atlantic in 1940 was extremely effective. Commerce raiders (cruisers, battleships, and armed merchant cruisers) were inflicting severe losses on Allied shipping and U-boats were reaching the zenith of their effectiveness. The result in Cayenne (and throughout French Guiana) is that anything that is not manufactured locally (and very little was) began to be in short supply. The effect on prices was predictable. Clothing, provisions, camping supplies, firearms, and more will be difficult to obtain in decent quantities and will cost much more than the investigators may have anticipated. If they purchased equipment in the United States, then this will not be much of a problem. Any gear they may need locally such as snake-bite kits and perhaps superior clothing can be obtained, albeit at higher prices than normal. If the group arrives with the expectation of buying everything locally, the Keeper should feel free to charge them prices 50% to 500% higher than normal, depending on the individual item. Some items may not even be available or may be available in insufficient quantities.

After June, 1940, a second effect of the war arises. The fall of France and the establishment of a government in


CAYENNE
1. Government House
2. Seaplane Ramp
3. Customs
4. Harbor Office
5. College
6. Police Station
7. Courthouse
8. Interior Department
9. Caserne
10. Cemetery
11. Market
12. Military Hospital
13. Royal Colonial Hotel
14. Cayenne Hospital
15. Majestic Hotel
16. La Rame Fauché
17. Dr. Emile Cauphin
0.7
0.3
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1.8
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Canal Laussat
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METERS
WATER DEPTHS SHOWN IN METERS

Vichy throws the colonial government into confusion. No one knew who to answer to so most officials took no side. Soon, followers of Vichy began to exert an influence and the arrival of Vichy officials helped promote this. Free French elements were also present, but little or no physical conflict took place between the factions. Some pro-Allies individuals left the colony to join the Free French. An attempt to send the Senegalese garrison to aid the Allies failed and they sat out the war in Cayenne. After 1940, the United States occupied French Guiana and built an airbase outside Cayenne, but that has not yet occurred at the time of this scenario.

The effect of the political situation on the investigators will be profound. The bureaucratic corruption common in the colony will go unchanged. Arriving investigators will likely not be greatly affected except to the extent that officials may take an inordinate amount of time to check passports or permit the entry of firearms into the colony. In fact, if baggage is searched (this occurs if a group Luck roll fails) and undeclared firearms are found, it is entirely possible that some or all of the group will either be heaved into the pestilential penal colony or will be immediately deported. A substantial bribe (perhaps in conjunction with a successful Luck or Fast Talk roll) may be able to get the investigators out of such a mess. Investigators who are open with their firearms and declare them to officials on arrival will have them confiscated for "processing." Only a bribe or a very persuasive group representative (succeed in 20% of a Luck or Persuade roll) will get the arms returned immediately. Otherwise, customs officials will hold the arms for up to a week before returning them. A processing fee is then required for each weapon. This amounts to five dollars per weapon and no automatic weapons are permitted. Note that while they might lose weapons upon entry to Cayenne, replacing them from sources in the community is possible at inflated prices.

Keeper's note: the most common rifle available is the French-made M1916 8mm bolt-action that is described fully on p. 81. A variety of revolvers may be obtained at inflated prices and various shotguns (most commonly 20-gauge, 16-gauge, and 12-gauge types) are also available. Few fire-

Sites in Cayenne

Cayenne is home to a number of key features. Those described here are of at least some interest to most groups of investigators while others may prove to be vital.

The Caserne

The Caserne is a large structure that dominates Cayenne's skyline. This single building houses the entire Senegalese garrison and is also where an arsenal and military headquarters are located.

The Royal Colonial Hotel

The best hotel in town, the Royal Colonial is the one the group is most likely to patronize. By European and North American standards, this is at best a passable establishment. Its prices should be well within the means of the investigators despite the inflation rampant in the city. The nightclub is considered one of the best available and is open all hours of the day and night. Noise from the club can, at times, get out of hand and disturb guests in rooms on upper floors.

The Majestic Hotel

Second in quality only to the Royal Colonial, it is a three-story building with the top two floors being devoted to guest rooms. The ground floor houses the lobby and a bar, one that caters to rowdier elements than one might see at the Royal Colonial. Prices for rooms are slightly lower here and this hotel is patronized by cult members. A matchbook from the bar here may have been discovered by the investigators during the course of *Provender of the God*.

La Rame Fauché

Meaning "The Broken Oar," this tavern is one of many in Cayenne. During the previous trip, this establishment was frequented by cult members, including Morton Hadley. They will again patronize this establishment if the opportunity presents itself. Though loud and smelly, the place is otherwise agreeable. The owner refuses to permit barroom scuffles. He employs several large men (former Devil's Island inmates) as bouncers. Each is large and strong (STR and SIZ ratings exceed 15 for each man) and capable of heaving out pretty much any troublemaker. La Rame Fauché has, therefore, earned the reputation as being a reasonably peaceful and safe bar.

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The owner is Jacques Bernard, a long-time resident of Cayenne. He tends bar and visitors who meet him will be greeted by a friendly 45-year-old fellow with prematurely white hair. Bernard is fluent in French, Portuguese, and Spanish, and has a working knowledge of English.

Interviewing Bernard is no easy task for he is loathe to part with information. The reason is simple: he won't give away anything he thinks he can sell. Bernard's friendly exterior covers up a ruthless businessman and he is even more ruthless in times of economic privation. He will, therefore, angle for as large a bribe as he thinks he can get from the investigators. If they come in appearing well-dressed and well-equipped, the bribe he requires will be high. What he demands is left in the hands of the Keeper, but he prefers to be paid in gold, silver, or U.S. dollars. Due to the political situation in France, he prefers to not accept French francs (after June, 1940, he will definitely *not* accept francs).

Money paid to Monsieur Bernard is not wasted. If provided a decent description or photograph of Morton Hadley, he will remember him. He will not, however, know him by name since Hadley never parted with this information in Cayenne. He remembers Hadley visiting several years ago and at the time was in the company of several friends. The strange American was a man with an authoritative bearing who had seemingly inexhaustible funds. As far as Bernard could gather, the group was preparing for some trip into the wilderness. At first, he thought it was another bunch of treasure hunters seeking gold deposits or even the fabled lost city of El Dorado. Soon, it became clear that Hadley was here for some strange purpose and it is this that caught Bernard's attention. Apparently, the group was here to visit people deep in the rain forest. Bernard was fortunate enough to overhear the men discussing the matter and it was obvious that they thought such a meeting was extremely important. Though confused by this, Bernard was sure they believed in what they said. However, he knows of no one living deep in the wilderness except natives and prospectors living at well-known gold mines. His only theory is that perhaps the foreigners were here to study natives deep in the interior, but he doubts this. They did not appear to be scientists and the meeting was not portrayed as one with natives, but rather with old friends or colleagues.

Bernard remembers that Hadley departed and at the time, he figured this was yet another group that would vanish forever into the rain forest. Several weeks later, a tired Morton Hadley came into the bar with his friends. They rented out the entire place for a day and had a fine time. Whatever they came for had been successful, though they lost one or two friends in the process. Hadley and his comrades soon left and haven't been seen since. The conduct of this unusual group of foreigners combined with the amount of money they spent stuck in Bernard's memory to this day.

Note that if Hadley survived *Provender of the God* and reached Cayenne before the investigators, he will visit La Rame Fauché before hiking into the wilderness. In this case, Bernard will make the group aware of this (perhaps for an extra bribe). He may even know that Hadley and his friends are staying in the Majestic Hotel (a group Luck roll is appropriate here). This information could be of tremendous value to the investigators.

Cayenne Hospital

The main hospital in Cayenne, this operation is, for the moment, reasonably well-supplied. Nothing here is state of the art and the doctors are not of the highest caliber. However, sick or injured people who are treated here have a decent chance of recovery.

The Doctor

One of Cayenne's best doctors is alleged to be Dr. Emile Cauphin. His office is located a block or so from the Royal Colonial Hotel and he lives in an apartment above it. Anyone seeking medical aid may learn of Cauphin. He is supposedly an expert when it comes to tropical diseases and is also thought to be a surgeon of some repute. More importantly, if someone wants to keep his or her injuries confidential, Cauphin is the man to see. Otherwise, a person with a gunshot wound going to the city hospital will be forced to answer a lot of uncomfortable questions.

The truth is that Cauphin is a mediocre physician, despite his good reputation. Investigators who contract a disease or are injured are reasonably well-served to seek him out, however. Relevant skills are: First Aid 77%, Medicine 40%, Pharmacy 46%, Surgery 29%. By North American and European standards, he is a qualified doctor, but is not a qualified surgeon. Fortunately, his office is reasonably well-supplied. If he must use supplies that are hard to replace, his fee will be extremely high. Otherwise, he will charge a fair and reasonable amount. He will keep his records confidential and for an extra fee (usually double the amount) will not report unusual cases to the authorities. Under no circumstances will he depart Cayenne to treat people in the wilderness.

Devil's Island

This notorious penal colony is described fully on p. 147.

arms that might be purchased are new. Used arms will usually be fully functional, but a cruel Keeper might elect to toss in one or two that don't work properly (or at all). Anyone with knowledge of firearms would probably be able to (with the appropriate weapons skill roll) weed out those that are inoperable.

The political situation will otherwise have little effect on the group as long as they maintain a low profile. If France has not yet fallen, there should be no problems at all. If it has, then politics can play a great role.

If the investigators publicly express strong opinions on the war after June, 1940, one side or the other may take notice and cause them aggravation. The Vichy element has the upper hand and will be better equipped to make the group's lives a collective hell. Such hell can be anything from unannounced room searches to arrests for "routine questioning." If the Vichy administrators are given sufficient excuse, incarceration in the penal colony is possible. The Free French element would be more likely to act on a societal level. They could convince shopkeepers to not sell equipment to the group or to raise prices to prohibitive levels. Back-alley ruffians might work over a solitary investigator and steal his or her wallet or wristwatch.

Even under Vichy rule, however, Cayenne can be a fairly trouble-free place as long as the investigators are quiet and discreet. Given the proclivities of many CoC investigators, this may be easier said than done.

While in Cayenne

The investigators will likely concern themselves with ensuring that they are properly equipped for the trek into the wilderness. In addition to that, research and investigation into the cult and its influence or connections in the town may be attempted.

Lodgings

Acquiring lodgings in a Cayenne hotel is easy. The Royal Colonial Hotel is the best. It is a three-story affair with the ground floor being devoted to a nightclub and lobby. The upper two floors have rooms of acceptable quality and cleanliness. Prices here are twice one would expect of a similar establishment in the United States, but if bills are paid in U.S. dollars instead of French francs, the amount owed might drop by 10% or so.

Research in Cayenne

In Cayenne, research is difficult. There is no university and what passes for a library is a single dingy room containing only common reference materials along with some newspapers and magazines. Local papers contain nothing of relevance.

Speaking with the Authorities

Considering the political climate, speaking with the authorities is a risky proposition. There is little information of use they can provide. However, if the investigators do or say anything to attract attention or draw suspicion, they may find themselves the target of investigation. This will inevitably lead to hotel rooms being searched. If any contraband is found, the investigators will probably find themselves in a local jail pending trial or deportation (Keeper's discretion, depending on the nature of the offense). A trial will almost certainly lead to incarceration in the penal colony or deportation. Bribery may have some positive effect if the right officials are paid off.

Interviewing Locals

Striking up a friendly conversation with a merchant or with a patron in a bar will lead to some basic information being obtained. According to all who are interviewed, it is virtually impossible for Europeans to live in the interior of the territory. Only the Indians and Bush Negroes have learned to do that and no one understands how they do it. If a Native American is interviewed, in all likelihood he or she will state that Europeans are just too weak to survive in the wilderness. Strangely, many Europeans interviewed will agree.

Tales of escaped convicts dying in the rain forests abound and some of the more interesting stories end with a convict being found feverish and insane by a search party. Even well-equipped explorers are not immune. Many travellers who have entered the forests–some in search of the fabled El Dorado–have disappeared, never to be heard from again. Most deaths are attributed to the environment while some are blamed on any of several hostile native tribes. In fact, the area is so poorly known that no one is quite sure how many tribes or how many natives live in the territory. Over sixty tribes are known, but this is surely a low figure.

If information on a ghoul-cult or ghoul-like creatures is solicited, nothing will be learned. No one is aware of the cult or of any mystical creatures. No native stories document such creatures or people. By the end of this process, it should be obvious that if the cult chose to base itself in the rain forests of French Guiana, it picked an ideal spot. Even if someone were to learn of the cult, as the investigators have, few would be motivated enough to brave the treacherous environment.

Hiring an Aircraft

Though there is no airfield in or near Cayenne, there are handling facilities for seaplanes at the harbor. These are geared for civilian flights such as the Pan American flight the investigators likely took.

Red Herrings

During the process of interviewing local residents, there is ample opportunity to throw in a red herring or two to confuse the investigators. This may be especially useful if the Keeper is dealing with a group of experienced players. What follows are a few suggested red herrings, though the Keeper is encouraged to introduce his or her own. It will probably not be necessary to use all of them.

El Dorado

A few locals will mention the lost city of El Dorado. The history of this fabled golden city should be known to the group already, but if it isn't, a successful History roll will be rewarded with basic knowledge of the subject.

El Dorado was believed to be in any of several locations in the New World including Peru and French Guiana. Many expeditions searched for it. The last large one to seek it in French Guiana was led by Sir Walter Raleigh. While scholars generally agree that El Dorado is a myth, during the sixteenth, seventeenth, and eighteenth centuries, many took the stories seriously.

The potential for a red herring here can be exploited in any of several ways. One way is to have a sweaty, former prisoner named Claude Coucy mention that when he was on a work detail about ten years ago, he stumbled across strange ruins. There, he found a polished stone idol. He can produce this idol for the investigators, but insists he cannot recall the location of the ruins.

Appearing to be a polished, squat, toad-like figure, he claims it is a clue to the location of El Dorado. Anyone succeeding in a Cthulhu Mythos roll when looking at the idol will notice a passing resemblance to Tsathogghua.

This is all bogus of course, and is easy to debunk. First, the prisoner is insane, a fact that can be confirmed by a successful Psychology roll made during a conversation with him. Second, he is lying which again is revealed by a successful Psychology roll. Third, the idol itself is not a Cthulhu Mythos item. The similarity to Tsathogghua is coincidence. Anyone making a successful Archæology or Geology roll reveals that the idol is of recent manufacture. A successful Anthropology roll made by someone familiar with the natives of the region reveals it is probably of local manufacture. Comparing it to idols and figurines in local bazaars confirms this. All Claude wants to do is sell the idol for whatever he can get from gullible foreigners. Note that while he is insane, Claude is harmless.

Pirate Treasure

Any of several individuals may offer to sell the investigators a "genuine pirate map." Such a map will supposedly lead to buried treasure somewhere along the coast of the colony. This is, of course, a ruse to bilk money out of foolish outsiders. Furthermore, there is no tangible connection to the cult so the investigators should have absolutely no valid reason to pursue this. It does, however, impart a little local flavor; should any investigators pursue such a lead, they deserve whatever the Keeper cares to throw at them.

The Escapee

Willard Mensch is an American incarcerated in the penal colony for harboring fugitives aboard his fishing vessel. He was imprisoned for three years and recently escaped.

Willard may be encountered in Cayenne, any village along the coast, or anywhere else the Keeper deems suitable. He is a desperate man, desiring to escape the colony by any means possible. Like most prisoners, he is decked out in the characteristic tattoos of Devil's Island inmates.

It is the tattoos that are the thing that should distinguish him from most other former inmates (and escapees) encountered. The man who tattooed him was well-versed in the Cthulhu Mythos and used themes from his insane nightmares in tattoos he placed on a few of the prisoners. No one but the tattooist and anyone succeeding in Cthulhu Mythos rolls will know their significance. Mensch is oblivious to their meaning.

In plain view on Mensch's right bicep is a large octopoid head that strongly resembles Cthulhu. On his right shoulder blade (usually concealed by a shirt) is a two-inch diameter Elder Sign. His left ankle (usually concealed by a boot or partially concealed by a shoe) bears a small Yellow Sign signifying Hastur. Finally, a strange elephantine head is on his left thigh and is concealed by trousers. This resembles Chaugnar Faugn.

Mensch can be encountered in any number of ways. Perhaps he is trying to be hired as a guide or camp guard. While he is obviously not a qualified guide, he could be an effective guard and he is one of very few NPCs who will follow the group all the way to the cult stronghold. Perhaps his greatest tangible service is his ability to act as interpreter. He is fluent in English

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and French and has a working knowledge of Spanish. He might be encountered in a bar or interviewed as a possible source for information. Regardless, knowledgeable and perceptive investigators might ask about his tattoos.

He has no reason not to be open and honest. After all, his only crime was to try to help convicts escape, albeit for payment. He is not a dangerous man, though he is desperate and will go to most any length to stay free.

About his tattoos, he knows little. They were just designs put on by another inmate who was well-known as being a talented tattooist. No one knew the man's true name. He was nicknamed "Ahmed" and appeared to be an Arab or of Arab descent. However, he never spoke or communicated except through the art of his tattoos. Ahmed died last year when yellow fever swept through part of the penal colony.

More suspicious or cautious investigators may choose to investigate Mensch rather than interview him. This is where the Keeper can lead the group on a wild goose chase. Perhaps he consorts with suspicious people in dark alleys. Perhaps he wanders the town at odd hours or patronizes the same businesses and night-spots as known cultists. The Keeper is encouraged to tailor this to the group and to allow it to persist only so long as it serves the plot and remains interesting. All the group has to do to understand that Mensch is not a cultist or a threat is to ask him about his tattoos. Otherwise, a prolonged investigation will eat up valuable time, though it should ultimately show he is not involved.

As a side note, the investigators do have three options once they understand that Mensch is not a threat, but is an escapee. First, they can just leave him alone. This minimizes the chance of something unexpected happening that could consume even more precious time. Second, they can turn him into the authorities. This will probably (a group Luck roll is appropriate) get their deed publicized and alert cultists watching for them of their presence. However, it will also earn them a reward of two hundred francs (approximately forty to fifty dollars). Future dealings with former convicts will be negatively affected by such an action. Third, they can help get him out of the country. If caught, they will be heaved into prison for the duration of World War II though a successful Luck roll (made on a case-by-case basis) may get them released in 1942 after the United States has occupied the colony. On the other hand, if they succeed in getting him out of French Guiana, each investigator should be awarded +1D4 SAN and a pat on the back for being nice folks. All Mensch can offer is his gratitude; all he owned was confiscated when his boat was seized by French authorities.

Statistics on Willard Mensch are provided in the NPC section. If he is hired or otherwise plays a large role in the scenario, it should be remembered that he is destitute and owns little more than the ragged clothes on his back. His home is the back alleyways of Cayenne.

Some investigators may hope to either rent an aircraft or hire one in order to conduct reconnaissance inland. While this is admirable in theory, the reality is that there are no aircraft available. Unless the investigators want to hijack a Pan American flying boat, they are out of luck.

Of course, the Keeper can intercede here and have a few floatplanes and seaplanes here. One or two might belong to the government and would be used for air-sea rescue and maritime patrol. A civilian aircraft would probably be a cargo transport of some kind that can be chartered by anyone with the cash. This option is further described on p. 187.

Hiring a Guide

The group is very likely to hire a guide in Cayenne. At best, a guide will be able to take them only partway since most will refuse to go into the deepest parts of the unexplored wilderness. Ten dollars will be sufficient pay for any capable guide, but the problem the group is faced with is getting one that is both capable and trustworthy. Several are described here for the use of the Keeper and statistics for them are provided at the end of the scenario. An additional candidate, Willard Mensch, is described on p. 152. It is suggested that the hiring process be roleplayed out. This is where an investigator who speaks French and has decent Psychology skill will be very valuable.

If the investigators have no idea how to go about finding candidates for guides, they might recruit the paid help of Jacques Bernard, the owner/bartender of La Rame Fauché (see p. 149) and a man who knows many people. He could even offer to perform such a service, at a reasonable fee... reasonable for wartime Cayenne, at least (anywhere from ten to fifty dollars depending on the outcome of a Bargain roll). If Bernard signs on to gather potential guides, he assembles all of the following individuals in his bar for the investigators to weed through.

Albert La Tour

A former inmate at the penal colony, La Tour's true name is Gerard Duvalier. Imprisoned for rape in 1910, he was released eight years ago and is still serving out his term of doublage. The fact that he is a former convict is quite obvious due to the tattoos that cover his arms and neck. (Unlike Willard Mensch, none of his tattoos have Cthulhu Mythos connections.)

Albert hates the French government, but can do nothing against the government he loathes so much. His hate has

Guides.

continued to simmer unabated for years. Though once a skilled carpenter, he is a capable guide. He can serve the group well and faithfully as long as he is paid in advance and is treated with respect. Anything less will result in him deserting the group one night without warning.

A side affect of his hate is that he occasionally feels the need to find an outlet for it. Invariably, this is directed toward women. His hate for women is second only to his hate for the government. It was a woman who got him convicted and it was a woman who brought him into this world to begin with. Female investigators are *not* safe alone with him despite the amiable face he maintains for his employers. Just as bad is the possibility that he might assault or rape a native woman in the wilderness. Were this to happen, the tribal reaction would be directed not just at Albert, but at the group as a whole. The best way to resolve such a situation would be to subdue Albert and turn him over to the natives, but doing so would be at the cost of 1/1D4 SAN. Why a SAN loss? The fate of Albert would not be a pretty one and would probably occur within sight of the investigators. Rough justice is still rough.

When interviewing this man, he is friendly and amiable. Only a French-speaking investigator who succeeds in a Psychology roll will understand that the man is actually a dangerous psychotic. Any interview with him must be conducted in French, the only language he knows.

Edward Colombe

Edward is the son of a local Indian and a survivor of the penal colony. He is the best guide available to the investigators though initially it may appear otherwise.

Edward is 5'0" in height and weighs little more than 120 pounds. His physical appearance is frail and stringy and the interviewer may deduce that he is not strong enough to serve well as a guide. This is misleading. While not physically strong, Edward is wiry and dextrous and in extremely good health. His skills in the wilderness are excellent and he is honest and trustworthy. Better yet, for a bonus in pay he might be convinced to accompany the group all the way to the cult stronghold. Edward is fluent in French, but is illiterate.

Achmet Fariz

A former inmate at the penal colony, Fariz is actually an escapee. Convicted of murdering three French businessmen in Oran, Algeria in 1937, he escaped soon after arriving here in 1938. Since then, Fariz has successfully eluded the authorities. He is now eager to get out of Cayenne for a while and into the interior, though he plans to return and slip aboard a freighter at the docks when the heat cools off.

Fariz's knowledge of the wilderness is limited. He is virtually useless as a guide, but he will claim to have all sorts of knowledge in order to get money and the opportunity to leave town. Fariz is fluent in both Arabic and French and can be interviewed in either language. A skillful liar, any lie-detecting Psychology rolls made on him must be attempted at half the normal chance of success. His biggest lie, his alleged wilderness skills and knowledge, is important to detect.

Philippe Gaillard

Philippe is a former guard at the penal colony. His knowledge of the rivers is excellent, though he will be only of limited assistance after that. Right now, he wishes to return to France, but the Atlantic Blockade prevents this. In the meantime, he needs money for food and liquor so he is willing to guide the group at least part of the way.

Though trustworthy, Philippe is an alcoholic. If he acquires liquor during the trip (perhaps from miners or natives), he will invariably become roaring drunk and be of little or no use for one to two days. While drunk, Gaillard is listless and uncoordinated and tends toward sleepiness. Fortunately, he usually does not get violent when under the influence of intoxicants.

Philippe is fluent in French and has a working knowledge of Portuguese. He can be interviewed in either language.

"Claude"

Claude is a local Indian of indeterminate background. As far as the locals know, he can understand French marginally, but cannot speak the language to any great extent. His personal background is a mystery. No one seems to know where he is from or what tribe he is with.

Psychology skill is useless in the lie-detecting role when Claude is analyzed. He can answer simple questions that require only "yes" or "no" answers, usually by nodding or shaking his head. Whether the group wishes to merely take him at his word that he is qualified for the job is their call to make.

Hadley in Cayenne

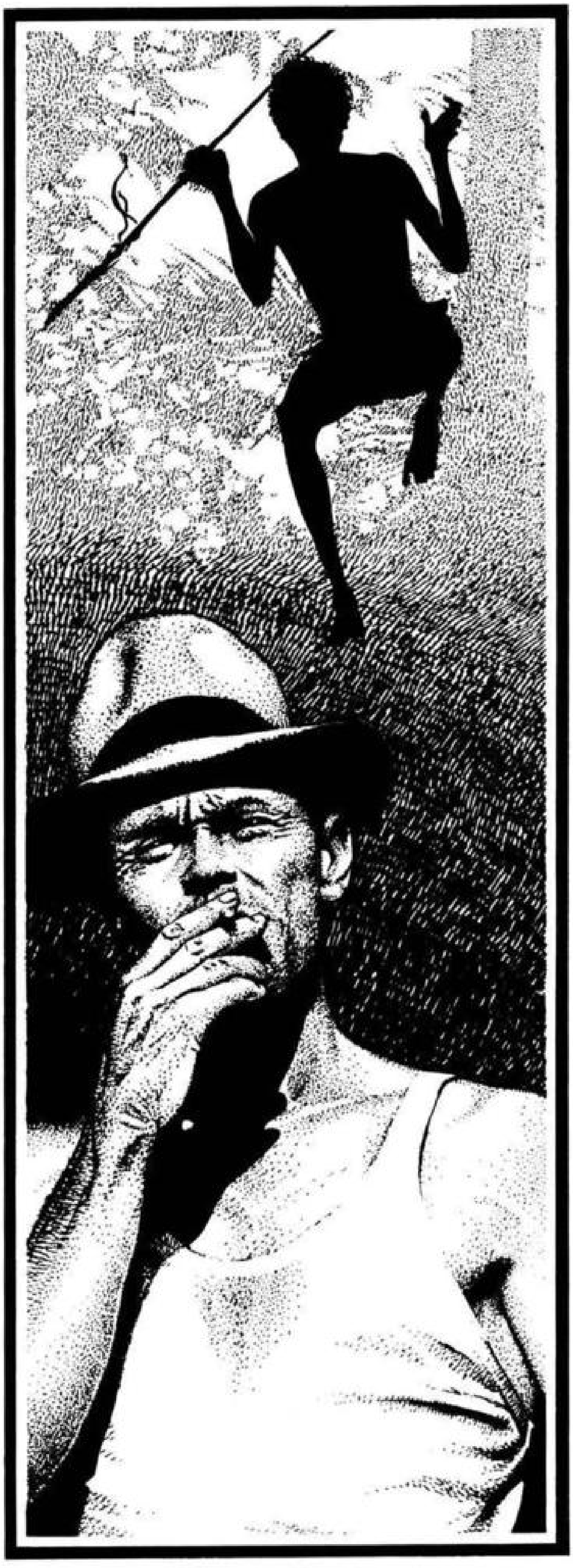
It is entirely possible that, though the cult in Greenfield, Massachusetts is broken, Morton Hadley or his followers have escaped. Further, they may even manage a trip to Cayenne in an attempt either to warn the cult or, more likely, complete their initial mission.

After Hadley or his followers arrive in Cayenne, they will first stop at the Majestic Hotel. They will check in and spend the next several days relaxing and acquiring supplies and local gossip. Whether they arrive before or after the investigators is unimportant. What is important is that the investigators may learn of the cultists' presence and be able to take steps against them. Their best source on the cult is Jacques Bernard, owner of La Rame Fauché. An interview with him is detailed on p. 149. Alternately, they may learn of the cult by investigating all of the town's hotels. Hadley or his followers will not disguise themselves or use false identities unless they have reason to believe the investigators are on their trail. They feel secure in Cayenne, far away from the dangers present in the United States.

Killing or arranging the arrest of cultists in Cayenne is one tactic the investigators may consider. Roleplaying this out is relatively easy. However, the investigators should also consider breaking into the rooms of cult members. Here, they can acquire any of several important clues and items:

- **Map of French Guiana:** this was specially drafted by a French cartographer for Morton Hadley. On it, Hadley has traced the route to the cult stronghold. The stronghold is not named, but is simply marked by a red circle. If the investigators acquire this, they can use it to navigate to the stronghold with minimal difficulty. The map is found inside a water-resistant map case.
- **Medical Kit:** an innocuous-looking medical bag, this contains assorted drugs, medications, and antibiotics including sulfa (only recently developed). A snake-bite kit is included and contains anti-venom for all known poisonous snakes in French Guiana, plus a guidebook for identifying such snakes. Also in this kit is a vial of Dreamlands serum (described fully on p. 99). The vial contains eight doses, demarcated with red hash marks on the side of the vial.
- **Wallet:** a leather wallet containing French, British, Brazilian, and U.S. currency. The total value of the bills, most of which are in large denominations, is in the vicinity of $2,500.00.
- **Canvas Satchel:** within this water-resistant satchel are eight sticks of dynamite complete with blasting caps and fusing cord. This is not intended as a weapon, but is being brought in case of emergency in the forest. For example, if a river is swollen by rains and must be bridged, the quickest way to bring down a tree is with a stick of dynamite. The cultists are all novices and really have little idea of how to properly handle explosives. So, too, should be the investigators.

Note that if the investigators managed to destroy or seize all of the items belonging to the cult or cult members in Greenfield, it can be assumed that the items described here were safely hidden away in the ghoul tunnels or even in a locker in the main rail station in Worcester, Massachusetts.



Never saw it coming.

In truth, Claude is perfectly fine for the position. He has good survival skills, knows how to get along in the rain forest, and in most respects is a good man for the job. The obvious problem is that communicating with him will be a chore or even a major hassle. In a high-pressure situation, speaking with Claude is not practical.

Asking around about him does little good. Some people know him as a man who comes into town to trade and work odd jobs. The name "Claude" is a nickname; no one knows (or cares) what his true name is. Claude won't provide it. Any interview with him must be in French. His native tongue is a language known only to him and members of his obscure tribe.

Claude is one of only three NPCs provided here who would consider going all the way to the cult stronghold. He will ask for no extra pay, being satisfied with what is is provided initially.

John Mutley

Mutley is an Englishman who originally came to French Guiana to prospect for gold. Having failed to find his fortune, he seeks odd jobs to pay the bills while he waits for funds to be transferred from London. The international situation being what it is, funds he is expecting from his family have been long-delayed so he must obtain income however he can.

His knowledge of rivers and coastal areas is excellent, making him a superior guide in these locations. Away from these areas, his knowledge is virtually non-existent. He will ask for a fair amount of pay, but can provide a motorized, shallow draft river craft as part of the bargain. Under no circumstances will be venture away from this craft into the interior, a fact he will make clear up front. Though this is certainly a drawback, Mutley does have the additional benefit as being a qualified interpreter (he is fluent in both English and French).

Willard Mensch

Though not strictly a guide, Willard can prove to be useful. He is described fully on p. 152 and there are statistics for him in the NPC section.

Into the Wilderness

Trekking into the interior of French Guiana will likely be the most daunting physical challenge the investigators ever confront. Initially, their task will be simple.

Hiring a pair of motorized canoes is easily accomplished in Cayenne, particularly if ample amounts of cash are displayed at the docks. The boats will most likely be owned by natives who make a living transporting supplies to villages and mining camps upriver.

The first leg of the trip will be to travel to the mouth of the Approuague River. From here, the boats travel upstream until nightfall. The investigators may, if they wish, stop at a small village before dusk and stay there. The natives are friendly and with a little trading, the group can acquire food and a hut. If the group doesn't want to contact natives, they can camp along the shore. Note that the men piloting the boats as well as whatever guide the group hired will assure the investigators that the people living along the navigable portions of the river are friendly.

The next day, the voyage upstream continues without event. Several more villages are passed and as the boats proceed further upstream, less evidence of the "civilized" world is seen. Initially, many villagers wear clothes of European manufacture or design and own items obviously obtained through trade. Later, as the craft heads south, villages appear to become more and more primitive. In no case are the craft harassed by people living near the river. In fact, greetings are often friendly and even exuberant. All villages hope to trade with the investigators if they stop.

The Mining Camp

The Approuague River Mining Camp is a crude operation located approximately 140 kilometers (87 miles) from the mouth of the river. Operated by a group of twenty foreign prospectors, the operation's main focus is panning gold dust from river silt. The camp marks the point at which the investigators need to head into the interior for a final day of river travel before beginning the overland trek.

The prospectors are mostly French and Spanish though a few Brazilians and Portuguese are present. All are heavily armed with a variety of bolt-action rifles and single- and double-barrel shotguns. Visitors are looked on with suspicion, but are not threatened or turned away. As long as the investigators appear friendly and non-threatening, there will be no confrontation with the miners.

A casual observer will note that the camp is little more than a cluster of native-style huts. Down at the river are several flumes through which water is run to assist in separating gold from silt. There is also a small, ramshackle dock. Tied to this or beached nearby are several canoes, mostly of the dugout variety.

Little evidence of prosperity is present. The men are dirty and live in squalor. Their equipment has been indifferently maintained and most iron or steel tools bear at least some rust. The river produces sufficient gold to allow a marginal existence. The men make enough to purchase supplies and manage to save a small percentage of the gold. Their hope is that the river will increase its yield of gold, but in truth, they are going about it entirely the wrong way. Were they not infected by greed, they would realize that the hardships suffered and the effort expended is not worth the small amount of gold recovered each day.

The *de facto* leader of the camp is Jean-Michel Dubuque. Jean-Michel, like most of the men, is here purely to get rich quick. He liquidated all the assets he had in France to fund this venture and is now stuck with his decision. Though bitter about the life he now leads, he still maintains hope that the proverbial mother-lode might be found any day soon. As leader of the camp, Jean-Michel will act as spokesperson. He is brusque, but reasonably polite. Fluent in French, he also has a working knowledge of both Spanish and Portuguese.

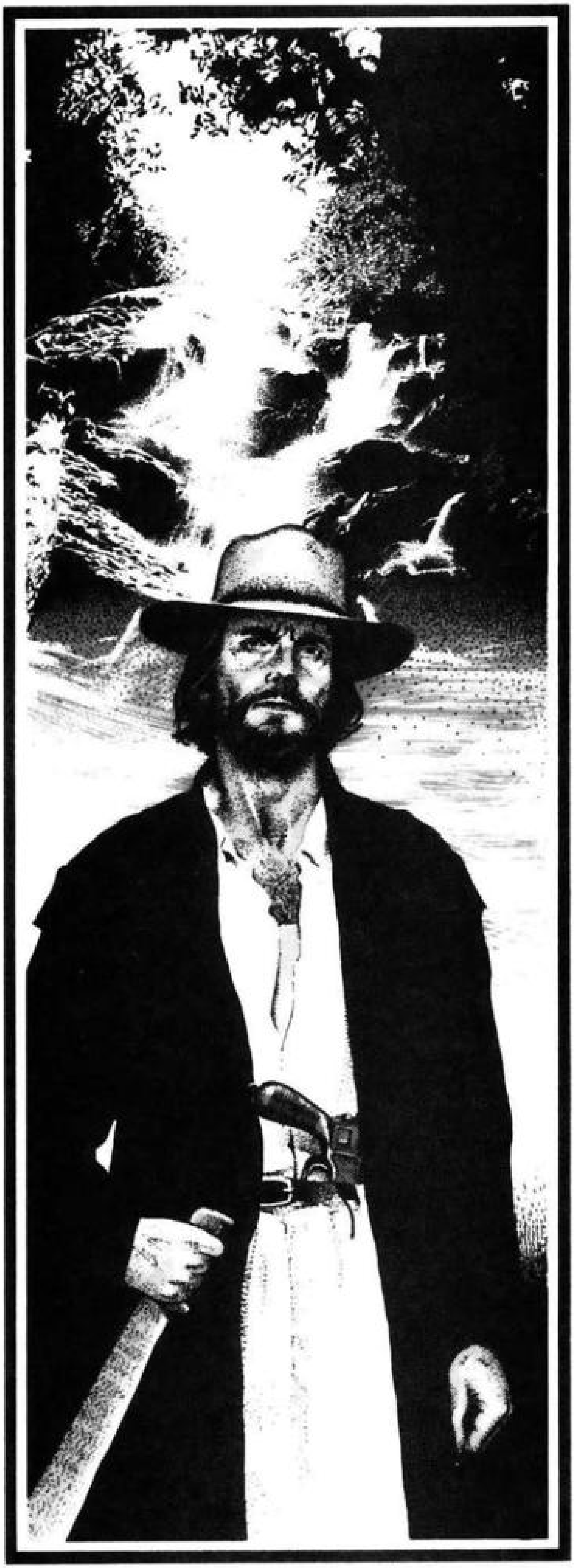
Once assured that the investigators are not here to seize or intrude upon his claim, Jean-Michel will be as helpful as he can, though he will not hand over any supplies or other items without due recompense. If asked, he will inform the investigators that the natives in the immediate area are friendly and that nothing unusual has occurred since he arrived here (eight months ago). He will ask for news about the outside world and if France has fallen to the Axis, he may express surprise. This will not move him enough to get him to pack up and volunteer to join the Free French coalition, however.

The only thing of note that he has to say concerns the nearest mining camp to his own. It is a known camp that the group must pass through or by on their way to the cult temple. Jean-Michel knows the men working there and apparently they are having no better luck than the miners here. However, their isolation has had an effect on them. While the riverside camp has at least periodic contact with passing natives and supply boats, the Garibaldi Camp (as the neighboring mining outfit is known) rarely has visitors. Recently, the miners from that camp who have passed by on the way to purchase supplies at Cayenne have acted strangely. They are rude, short-tempered, and very argumentative. Jean-Michel urges the investigators to avoid that camp if possible. If asked about it, all he knows is that it is a private, Italian run operation currently led by one Antonio Saparelli. The men there are private citizens who are apparently not fascist nor are they affiliated with any government, company, or organization.

Jean-Michel knows nothing of the cult temple in the rain forest and is not aware of the cult's presence or activity in the area. However, if the investigators are trailing Morton Hadley or other cult members to the temple, Jean-Michel probably encountered them on their way through the camp and can describe both the cultists and the date they passed through. Any cultists travelling through the area will claim to be somehow affiliated with the Garibaldi Camp.

Continuing the Voyage

The voyage from the Approuague River Camp is uneventful. After one day of motoring, the boats pull to the shore and the guide indicates that this is where the group must disembark and trek inland. Arranging to have the boats return at a



Saparelli—or is it?

predetermined time and day is possible as long as the natives are paid ten dollars in advance. They will be true to their word and show up. They will not linger for more than a half-day so if the group fails to arrive at the appointed time, they are out of luck.

Going Inland

The trek inland is where the group will soon lose its guide. Achmet will slip away at the first opportunity and will attempt to walk back to the riverside mining camp. Not knowing what he was in for, he must succeed in a Luck roll to avoid perishing *en route* of disease or an accident. If he succeeds, he can hitch a ride on the next boat heading downstream or even steal one of the camp's canoes.

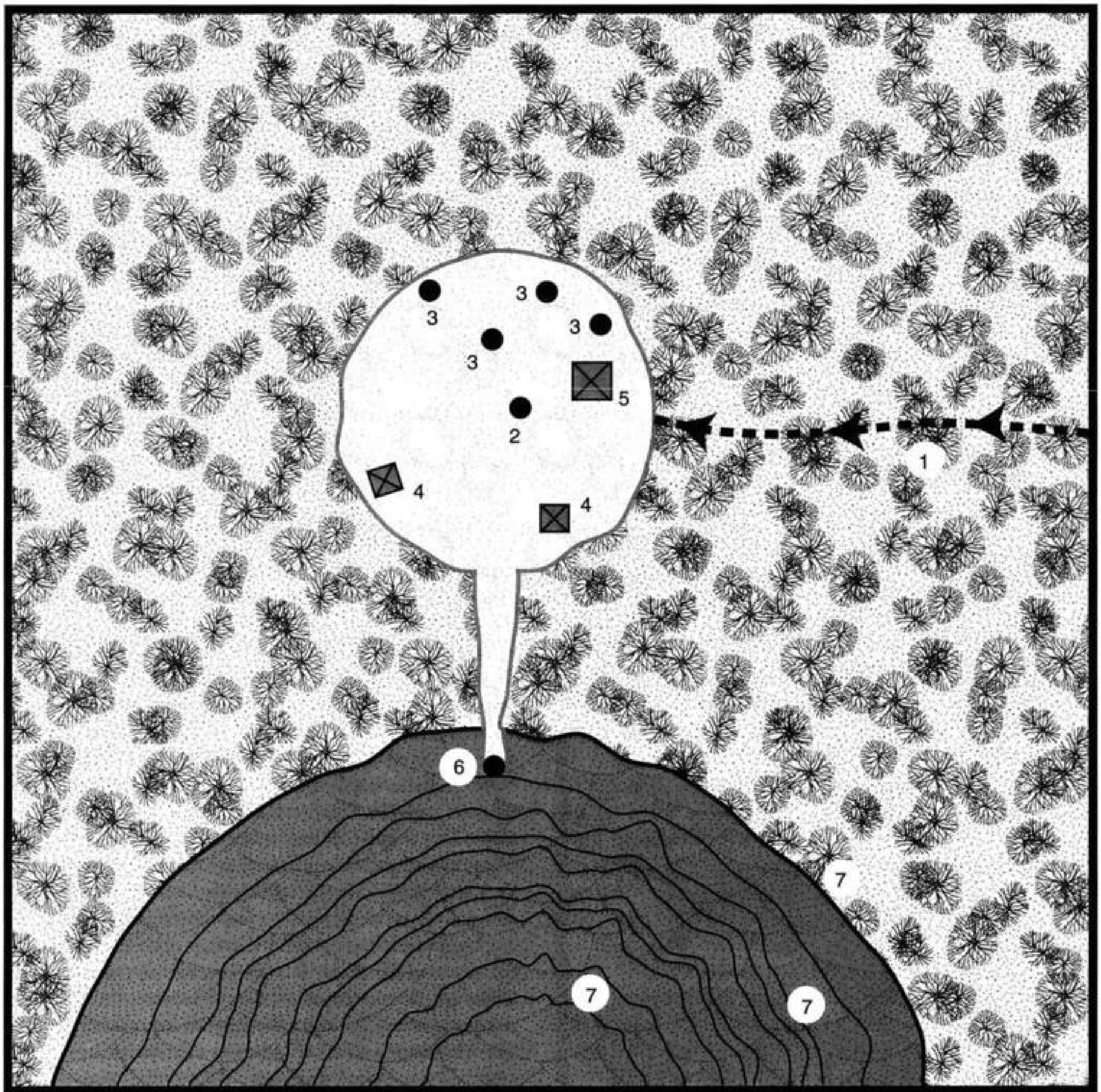
The other guides will continue to lead the group until the Garibaldi Camp is reached. That is as far as most will go (Claude, Colombe, and Mensch are possible exceptions). Regardless of the amount of money offered, any guide hired will insist on stopping here. However, it may be possible to convince a guide to wait at the camp (if the miners are agreeable) if sufficient money is paid in advance. A successful Bargain roll convinces the guide to stay for up to four weeks at the rate of five dollars per week. If the roll is unsuccessful, but a follow-up Persuade is successful, the guide will stay for up to two weeks at the rate of ten dollars per week. Of course, once the guide realizes what the Garibaldi Camp is truly like, he will probably leave immediately (or, more likely, be killed).

The Garibaldi Camp

This squalid camp is where fifteen men work and struggle to strip gold out of a crude tunnel they have carved into the side of a small, forested mountain. The camp is in a muddy, cleared area of the forest and consists of a circle of huts and tents. A large fire pit is in the center of the camp and usually some sort of cooking fire is here.

The inhabitants here are (allegedly) mostly Italian with a handful being local workers hired to assist in the dig for a basic wage plus a small share of any gold recovered. The truth is that the cult took over the camp six months ago and now uses it as an outpost. It is a working mining camp, but the Italians have all been killed and replaced with cult members.

If the investigators venture near the camp, they may be spotted by a lookout posted high in a tree. The lookout has Spot Hidden skill of 55% and does have a pair of binoculars. This chance is, of course, reduced if the group is intentionally trying to slip by unnoticed. He also has an Italian-made Mannlicher-Carcano M1891 6.5mm bolt-action rifle which he can employ to great effect if there is trouble (he has Rifle Attack skill of 44%; the rifle does 2D6+3 damage and has a rate of fire of 1/2). The rifle is, of course, one of several liberated from the camp's former tenants.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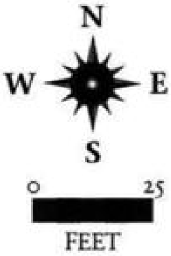
GARIBALDI CAMP

1. LIKELY AVENUE OF APPROACH FOR THE INVESTIGATORS
2. FIRE PIT
3. HUT
4. TENT
5. SAPARELLI'S TENT
6. MINE ENTRANCE
7. CONTOUR LINE: EACH IS TEN FEET OF ELEVATION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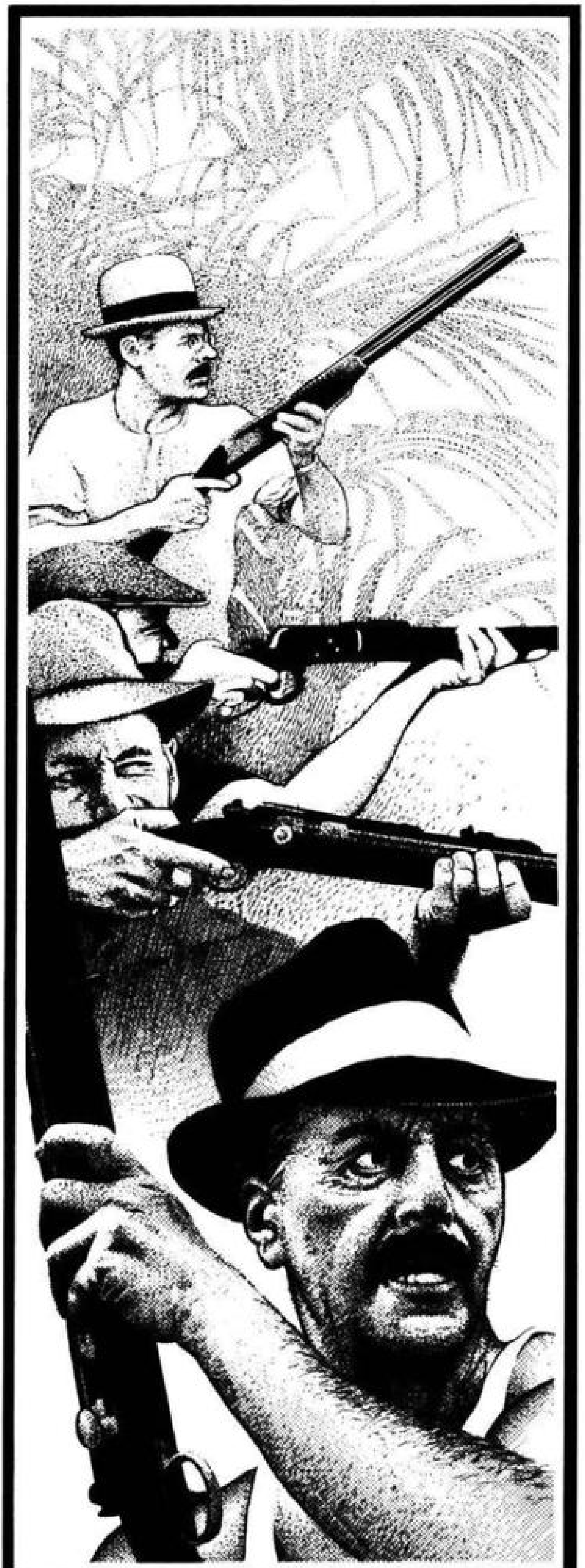


No, it's not.

Openly approaching the camp with the intent of entering it means the investigators are automatically observed. They may spot the lookout with Spot Hidden rolls. He is on a hunting platform attached to a tree trunk and is not camouflaged. If a group Luck roll succeeds, he is smoking and is therefore easier to detect. There is a 15% positive modifier to Spot Hidden rolls that pertain to a guard who is smoking.

Initial Contact

Visitors will be greeted coldly by a man identifying himself as Antonio Saparelli. He is actually Ricardo Torres, a cultist who was born and raised in Brazil. He speaks no Italian, but is fluent in Portuguese, Spanish, and French. While he chats with the group, he and his compatriots will size them up and try to determine how well-equipped they are and what they are doing so far from civilization. Unless they have been warned by Morton Hadley (which means Hadley or one of his cronies must have passed through here before the investigators did), they will probably assume the investigators are prospectors or explorers. Either way, they will take no aggressive action against the investigators initially unless provoked.

However, the investigators will be questioned by "Saparelli" just as they will surely have questions for him. If they admit they are looking for some lost temple or otherwise blab their true purpose for being here, he will deny knowing what they are talking about. In fact, he may openly express derision at such talk, citing El Dorado as an example of "fantasy" and "stupidity." A series of Psychology rolls may be attempted on him. The first rolls may merely show that he is concealing something and this could be interpreted by the questioner as meaning he is hiding knowledge of gold. However, later it could be perceived that he is angry, nervous, or agitated when the subject of a lost temple is brought up.

Aside from "Saparelli," the group may notice some odd things about the camp. The workers are supposed to mostly be Italian, but this is not evident. A successful Anthropology roll made at half the normal chance reveals that many of the men here appear to be of northern or western European ancestry, not southern European. This is the case—most are French. Listening to their speech is even more important: all speak French. Not one word of Italian is spoken simply because no Italians are in the camp. In fact, any decent evaluation of Saparelli reveals that, while he appears to be southern European, there is no Italian accent in his speech.

Some other observations of the camp are not as revealing. Men do appear to be working in a nearby mine. Equipment here is what one would expect and some evidence of Italian-made supplies (canned food, rifles, liquor, *etc.*) can be seen with the appropriate Spot Hidden rolls.

Perceptive investigators, especially those with Track skill at some competent level, may notice one odd feature. Some of the footprints in the soil in and around the camp are unusual. Those who have seen ghoul tracks before, perhaps in the tunnel complex under Greenfield, will recognize these as being the same or similar (perhaps with a successful Track roll). All of these prints are fresh and should be the cause of substantial concern on the part of those who notice them. However, unless someone is specifically examining tracks, it is unlikely these will be casually spotted.

Curious investigators may go one step further and try to slip into the mine tunnel. The tunnel can be seen from the camp and is only one hundred or so feet away. Anyone getting into the tunnel unseen (by succeeding in at least two Sneak rolls) will be in for a shock. The tunnel only goes perhaps one hundred feet into the mountainside and there are only a few short, dead-end side passages. What is shocking is that of the eight individuals working there, six are lesser ghouls. Any intruder detected here will be seized and killed if possible so as to not have a chance to alert his or her friends.

Now What?

At this point, the investigators and the cultists each have options. The investigators may proceed toward the cult temple, perhaps being oblivious to the presence of cultists at the Garibaldi Camp. Otherwise, they can take action, perhaps blatant action like attacking or ambushing the camp either immediately or in a planned assault. In this case, the Keeper should refer to the map on p. 159 and the statistics provided in the NPC section in order to play out the battle for the camp.

The cultists are in a more tenuous position. To act overtly may tip their hand. "Saparelli" will if at all possible want to send a courier to warn the cult at the main temple. After all, the reason he is here in the first place is to provide warning of intruders in the area. The investigators, if they are lucky, may be able to intercept such a courier and prevent warning from reaching the temple.

Aside from this, Saparelli is authorized to take action against anyone he believes to be a threat. This means he could order an attack. Most likely, an attack will take place at night so he can use the ghouls present to maximum effectiveness. Statistics on the miners and ghouls present here are in the NPC section. Such an attack may occur on the trail, if the investigators press on and camp elsewhere. If so, they will be followed by lesser ghouls until they make camp; the ghouls will return to "Saparelli" and the cultists will ready their attack.

Searching the Camp

It is entirely possible that the investigators could beat the cultists in the camp, particularly if the group is large and/or well-armed. If they do, they have an opportunity to search the area.

In Saparelli's tent (the largest one here) is a trunk. Once owned by the real Antonio Saparelli, the imposter has emptied it and replaced the contents with his own belongings. Among these are a crude, hand-drawn map of the area. This map is Player Aid #1 and may be used in concert with Land Navigation skill to reach the temple. On it are locations of known native villages which may serve as refuges to the investigators, assuming, of course, that any of the natives around here are friendly. On a table nearby is a stack of papers belonging to the real Saparelli. Among these is his passport containing a good photo of him. The real Saparelli (long since eaten by the ghouls) bears no resemblance to the imposter. Someone sneaking into the tent might find the passport and make this important discovery before a fight breaks out.

Throughout the huts and tents are crates and cases of assorted equipment and supplies. This includes food, potable water, kerosene, clothing, camping supplies, rifle ammunition (6.5mm and 8mm), tools, and anything else the Keeper feels is logical. Whether or not there is dynamite stored here is up to the Keeper. If there is, it should be no more than a single case (twenty or so sticks).

A locked trunk in one of the storage huts does contain perhaps fifty pounds of gold-bearing ore. The ore must still be smelted in order to draw out the gold, but once done, approximately eight pounds can be recovered. "Saparelli" has the key to the trunk on a cord around his neck.

Playtest Note: Something's Wrong Here

In one playtest session, the investigators arrived at the Garibaldi Camp with guides Claude and Mensch. None of the investigators noticed anything untoward about the people at the camp until one Anthropology-capable investigator realized that none of the allegedly Italian inhabitants of the camp were, in fact, Italian. This, coupled with the same investigator's notice of the sniper in the hunting platform, led him to turn and walk into the forest without saying a word while the rest of the group continued to talk with "Saparelli"–the investigator could not warn his associates of the danger at hand, but he felt he had to act immediately since they were all sitting ducks. A minute later, he shot and killed the sniper, triggering a grueling, desperate, unplanned gunfight that (to everyone's surprise) left all of the investigators standing and all of the cultists dead or fleeing. Claude even lent a hand, disappearing into the brush and taking out one lesser ghoul after another with a hunting knife. Mensch was shot (as were several investigators), but survived. Following the events at the camp and the fight with the ghouls, both Claude and Mensch agreed to accompany the investigators onwards to the temple. Mensch, of course, was in no condition to return on his own, which made his decision an easy one...

Dangerous ground.

Continuing the Trek

Once the investigators have either bypassed the Garibaldi Camp or have overcome it, they may continue on to the temple. On the way, they may, at the Keeper's discretion, encounter a native village with perhaps fifty inhabitants. These natives are a small tribal unit and distrust outsiders, particularly Europeans. They will not be friendly, but neither will they be hostile. Wounded and weakened investigators who later flee to this village must succeed in a Luck roll. Success means the villagers take pity on them and nurse them back to health. Failure means they take advantage of the situation and try to kill them. In such a case, they want the belongings of the outsiders and some men may find killing the member of another tribe or a European intruder to be a status-building act. The village is marked on Saparelli's map (Player Aid #1).

Attempting to interview natives, either at the village or perhaps natives encountered during the later stages of the trek, is possible. Little can be learned. In fact, merely communicating with natives this deep in the wilderness is nearly impossible without the assistance of an interpreter. Such an interpreter may have been hired in Cayenne, but will probably not have proceeded this far in the company of the investigators. Encountering a native that has a working knowledge of spoken French is possible. Unless the Keeper wishes to intentionally arrange such an encounter, probably the best bet is to have such a native be discovered if a halved group Luck roll succeeds.

Such a native will volunteer information only if asked clear and direct questions. The only thing of relevance he or she knows is that the portion of wilderness to the southwest is sparsely inhabited and is considered taboo by most tribes. If asked why, he or she can only say that the forests there are haunted or cursed.

Of course, this once again brings in the option of heaving a red herring at the investigators. Many natives will know any number of tales and legends that might spark the interest of questioners. None will be relevant, but information relayed to the group through the telling of such stories may lead them astray. The content of such stories is left in the hands of the Keeper. If this option is used, one or more stories should be prepared prior to the running of the scenario. While they may be Cthulhu Mythos in nature, they should probably not have anything to do with the cult or its secret stronghold.

Approaching the Stronghold

The area of French Guiana that conceals the ghoul cult is a heavily forested and mountainous region. The cult's stronghold is located in a secluded valley surrounded by rugged hills.

The actual inhabited area (described in detail later in the text) has been mostly cleared of trees. While it is impossible to spot the compound from a distance (unless the observer is in an aircraft), it is possible to detect signs of human presence.

Hostile Natives

During the trip between the Garibaldi Camp and the cult temple, the Keeper may choose to spring a native ambush on the investigators. An attack can come at night or during the day. Natives are poorly armed (spears, knives, *etc.*), but make up for this with numerical superiority, knowledge of the region, and stealth. Typically, the attackers should outnumber the investigators by two or three to one.

Whether or not a native attack occurs is up to the Keeper. If it is left up to the dice to decide, the Keeper should ask for a group Luck roll. If said roll is missed by more than twenty-five percentiles (*e.g.*, a roll of 75 or greater with a skill of 50), then an attack of some sort takes place. The NPC section contains an assortment of natives for the Keeper's use.

Smoke from cooking fires and the smithy can be seen from as far as a few miles away and can even be smelled by perceptive characters. Examining the undergrowth will reveal the passage of people. Occasional bootprints can be found and reveal that people in the area are probably not native. Further, investigators may occasionally find a cartridge casing (from a rifle), a discarded food tin, or some lost possession such as a glove or cap. Discovering such clues may require successful Spot Hidden rolls. Those familiar with rain forests (perhaps represented by higher-than-normal levels in Botany or Biology skill) will understand that any signs of human presence in the area must be recent since rain forest environments are very quick to cover up such evidence.

The Cult's Hideout

The Temple of Mordiggian is the centerpiece to a sizable temple complex located deep in the most forbidding portions of unexplored French Guiana. It is in an area where even the natives are loathe to travel. Isolation and secrecy are its best defenses.

The site is dominated by a step pyramid that appears to have strong Mesoamerican influences (an Archæology or History roll may be attempted to confirm this). Surrounding the pyramid is a wide plaza paved with polished limestone flagstones. On the periphery of this plaza are a dozen buildings, some made of limestone and some of wood.

Observers may deduce that the site is an ancient one, perhaps the remnants of a lost tribe of Mayans or Aztecs. In actuality, the site postdates the great civilizations of the Americas. It was founded by survivors of a great ghoul-cult in France that was smashed soon after the printing of *Cultes des Goules* in 1703. While architecturally it was influenced in part by ruins of the Mesoamerican world, this was purely because some of the important early leaders here were fascinated with those cultures. Closer examination, presumably through the use of binoculars, fails to show any evidence of

A Walk in the Woods

Just how long and involved the trek in the wilderness is remains in the hands of the Keeper. Aside from the tangible threat of cultists and natives that has already been described, there are plenty of environmental hazards to overcome. French Guiana's interior is among the most forbidding in the world; it should be no picnic for the investigators to maneuver through. Assuming they are well prepared and equipped, disease is one issue that can be generally overlooked. However there are others that, if deftly handled, can prove to be a challenge yet not detract from the scenario.

Remember that they are not using trails, but are moving through largely unmapped territory. Yes, general maps exist, but no detailed ones. Therefore, there will be uncharted streams and creeks to cross, ravines, and rugged, forested hills. The Keeper can call for rolls against CON ratings or such skills as Climb and Swim. Success would indicate that some hazard or obstacle has been effectively overcome. Failure means that an obstacle slows progress by hours or even days. Fumbling a roll indicates some injury may have occurred to the affected person.

In playtesting, this worked out quite well. At one point, the group had to cross a rocky, rushing stream (placed by the Keeper to add challenge to the trip, rather than determined by any map). One investigator fumbled a Climb roll as he descended a short cliff face and suffered moderate injuries when he struck the rocks at the base. This same hapless investigator later suffered further injuries by repeating some of his uncoordinated antics. It did not stop the investigators from reaching the cult stronghold, but it meant that one was in less-than-peak condition when he got there.

Topographical features aside, the flora and fauna can present a danger. If the group runs low on food, they may be forced to live off the land. Botany skill can help distinguish toxic plants from edible ones. A more tangible threat are the region's many venomous snakes. While the Keeper should probably not permit a snake bite (though it is not necessarily a major problem if the group has a decent snake-bite kit and is prepared to properly use it), the threat presented by them should hang over the group as long as they are hiking around the rain forest.

The Inhabitants

The inhabitants of the temple compound are diverse, but fall into three basic categories. These are: priest, cultist, and ghoul.

Priests

Priests are easily distinguished from the rest of the cult members. When in public, they wear the distinctive purple robe and silvery skull mask of their counterparts in the ghoul-cult of Zul-Bha-Sair. The difference here is that while the majority of priests here are greater ghouls, a substantial minority are lesser ghouls, hu-ghouls, and humans. When the cult arrived here back in the early nineteenth century, this was not the case. The priest class was composed almost entirely of humans. Since then, there has been a gradual transition to the point where now, the priesthood is beginning to resemble that of the cult in Zul-Bha-Sair (which is composed strictly of greater ghouls). Priests rarely appear in the open except during times of ceremonies, but they do make occasional appearances. This is usually to fuel the braziers outside the temple gate or to claim the body of a deceased cult member. All corpses are the property of the priest class and these are turned over with little fanfare. The removal of a body involves a retinue of priests bearing a large, wooden bower. The body is laid on this and the group then takes it into the temple for later disposition. Death here is not uncommon since the same tropical diseases that plague European explorers can affect cult members from outside the colony. However, there is adequate medical care here which helps reduce disease-related deaths.

At the temple compound, there is a corps of perhaps a dozen rank-and-file priests. They perform the more menial tasks required of the priesthood as a whole. The inner circle of priests, the so-called High Council of Mordiggian, has only three members. This is described in detail on p. 21.

continued on next page

traditional Mayan or Aztec paintings or carvings. It is the architecture only that has been mimicked. The temple compound is further described in the boxed text on p. 167.

After the initial observation, the investigators have a chance to see much more. Prolonged surveillance reveals that the compound is occupied by as many as one hundred or more people. All are dressed in European-style clothes, mostly outdoor or "bush" garb. In fact, most of the inhabitants appear to be European or of European descent though a smattering (perhaps 15% to 20%) are of other ethnic groups. At the Keeper's discretion, some may be wearing Dreamlands garb from Zul-Bha-Sair (colorful silks being the mostly likely). A successful group Luck roll indicates that a few lesser ghouls are among the people in the compound though to spot them among the humans requires successful Spot Hidden rolls to be made. Ghouls here have no need to burrow and tunnel and such activity is discouraged in certain individuals so they may better learn to become part of human society. In these cases, they are ghouls who might be able to pass for humans in dark alleys or when in disguise (*i.e.* the canine features are less pronounced in them, they don't have hooves, *etc.*).

Additional information on what prolonged surveillance reveals to the investigator is provided on p. 165.

Options

Most groups will presumably take time out to think over their options once they have examined the temple and plaza from the relative safety of the treeline. Here are some of the more likely options that may be employed.

Attack

Unwise, but this is possible if the group is particularly large, well-armed, or overconfident. If the element of surprise is gained and the investigators are sufficiently aggressive and skilled, they may be able to seize the temple and area around it for at least a little while. Some of the cultists and ghouls will probably escape into the forest to later counterattack or inhibit a retreat. How this works out is up to the Keeper. The description of the site is given on p. 166 and will be vital if this option is chosen.

Return to Cayenne

It is entirely possible that the group will return to Cayenne. There are two potential reasons for this. The first is that they are overwhelmed by the task and just choose to flee back to the United States. The second is that they hope to call in the French authorities. The latter is something they should know better than to try. Not only is it virtually impossible to convince them of the existence of some secret pyramid in the middle of the rain forest, but to devote troops to an operation deep in the wilderness during wartime is impossible.

Infiltrate

One of the more likely options, it is possible to slip into the temple compound undetected. This might only be possible if the cultists at the Garibaldi Camp (not to mention Morton Hadley and his bunch) were unable to inform their superiors at the temple of the presence of the investigators.

continued from last page

Cultists

Cult members are most often of French ancestry. Increasingly, members are being recruited from other countries in Europe. Most recently, inroads have been made into North and South America as well as Africa. Those cultists most commonly seen by observers will probably be visitors. Only 25% or so of the human inhabitants are permanently located here. The birth rate is fairly low and infant mortality is high. The cult depends on recruitment outside French Guiana to increase in size.

Ghouls

Ghouls that can be viewed by outsiders are always either lesser ghouls or hu-ghouls. Those greater ghouls that live here are exclusively among the priest class and, when seen, are shrouded in their traditional robes. They are, therefore, indistinguishable from other priests.

Ghouls and hu-ghouls make no attempt to conceal their identity here. They interact with humans as a normal part of life and investigators may be disturbed at the familiarity demonstrated between humans and ghouls. The relationship is virtually unprecedented on Earth. For the most part, ghouls share the same or similar activities as humans. There do, however, appear to be far fewer ghouls than humans. This is deceiving since many ghouls spend part of their time on the other side of the gateway in the Dreamlands. Still others reside in the temple and more live in and expand a tunnel system beneath the compound. Such burrowing is more out of instinct than any real need to do so. With no graveyards to violate, their normal reason to dig and tunnel is gone.

Keeper's note: these tunnels can, at the Keeper's option, cross over into the Dreamlands and connect into the tunnels beneath the temple in Zul-Bha-Sair. The mechanics of this should be much like the Gate of Oneirology. However, this link should be different in two key ways. First, only true ghouls are allowed to use this link. Humans can use this route, but the cult forbids it. Second, it is not a gateway that can possibly be used by Mordiggian. The Gate of Oneirology within the pyramid itself is being gradually enhanced and modified to permit the dark deity access to the waking world. Note that this is an option only; the author advises against using it in most situations.

An infiltration, if successful, will lead to important discoveries and will presumably lead to further action. Consult the description on p. 167 for further guidance.

Surveillance

Perhaps the safest option, it is easy to spy on the compound from the woodline. There is plenty of undergrowth to hide in (Hide skill is tripled here) and the cultists should have little or no chance to detect the group as long as they were not warned to watch for them. Further, it should be remembered that the cultists sincerely believe that no one would ever detect them in such a remote, unexplored region. Up until now, they were correct.

Prolonged surveillance, lasting at least a few hours and perhaps as much as a few days or more, will be rewarded with several important pieces of information. First, the presence of ghouls will soon be discovered as mentioned earlier. Second, it can be learned that the people here don't just stand around and do nothing. They live full and complete lives. A few travel in and out of the compound. Some of these are hunters armed with .22 bolt-action rifles and they kill some of the arboreal mammals for food. Some carry shotguns (single- or double-barrel as well as pump-actions; 20-gauge, 16-gauge, and 12-gauge) for hunting the scores of species of birds that inhabit the region. Occasionally they carry more powerful rifles for larger game. Others are visitors like Morton Hadley. When they leave, it is to return to Cayenne and eventually to wherever it is that they are based.

Some cult members are obviously craftspeople. One building is a smithy and turns out tools and other metal implements. Another appears to be a workshop where leather goods are produced. Other people care for some goats and chickens that are housed in corrals and coops around the compound. These animals are allowed to roam free during the day, but are penned at night to safeguard them against nocturnal predators.

Finally, ritual life can sometimes be observed. Rituals and ceremonies are carried out at midnight on as many as three nights a week. The Keeper should determine the specific schedule. Rituals may occur in the temple or in one of the compound's buildings, but at least one is performed outside every week. The outdoor ritual may take place in the plaza or atop the pyramid. Several sample rituals are described on p. 185. The Keeper is invited to create more.

Surveillance should reveal one thing. There is little evidence of agriculture except for a couple of small gardens. There are not enough domesticated animals present to provide an ample food source and few are seen to be butchered. Hunters bring in some game, but hardly enough to feed the one-to-two hundred humans and ghouls here. The investigators may ask about how the cultists feed themselves, perhaps out of curiosity or perhaps out of some hope they may destroy or poison the food supply. If they don't, the Keeper may want to allow the players to attempt Idea rolls. After all, at every other population center encountered away from Cayenne, even small villages, food gathering and production was a primary purpose in life. Slash-and-burn agriculture is common among the natives and some supplement this by hunting and fishing. Here, there is no fishing since there are no lakes or streams (water is from wells).

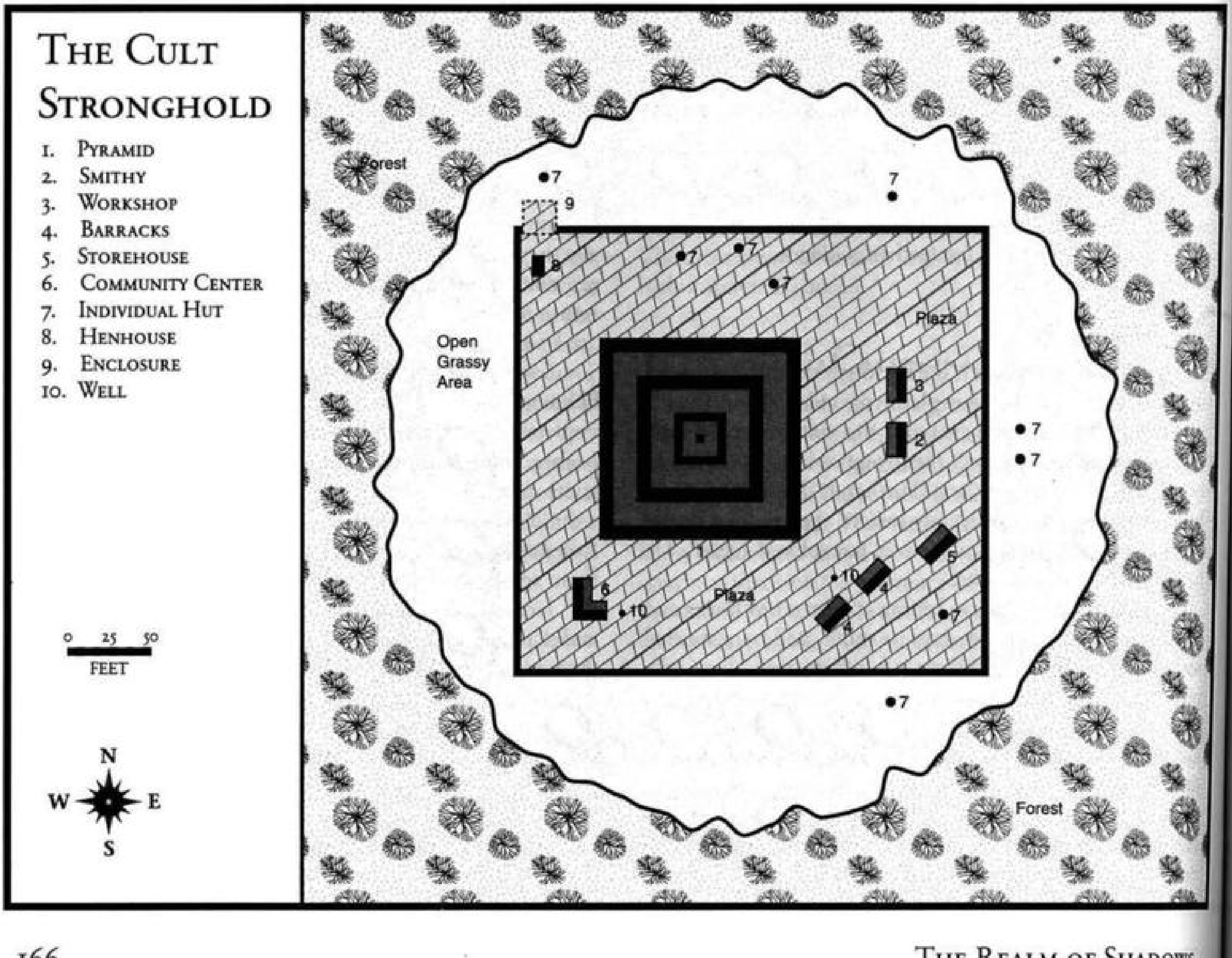
The investigators may just assume that the cult hunts down the region's natives and uses them as a food supply. Of course, if this were the case, tales of cannibals would have long ago reached Cayenne and might have provoked some kind of government response (investigation, anthropological surveys, military operations, publicized warnings to travellers and prospectors, *etc.*). Also, considering the obvious age of some of the structures here, if the inhabitants were using natives as the primary (and virtually sole) food source, there would be no natives left in the southern third of the colony.

So, where do they get their food? The answer is that they have long possessed a physical gateway to the Dreamlands. This gateway is located in the pyramid. Foodstuffs and other goods are brought through and helps sustain the people and ghouls here. Closer observation of the inhabitants may reveal the occasional brass oil lamp or curved knife characteristic of the Dreamlands. A few such items may have been recovered from cultists in Greenfield, Massachusetts so the investigators may be watching for this.

Interrogation

The investigators may attempt to seize a small hunting party or group of travellers after they have left the compound. While hunters are armed with varmint rifles and machetes, travellers will be better armed. They will probably have an assortment of medium- and large-caliber handguns and high-powered rifles. Gunfire, even that of .22-caliber weapons, will be heard in the compound, alerting the cultists of trouble. Therefore, capturing a group must be done quietly.

Use of hand-to-hand weapons, thrown weapons, and bows can be a good way to quietly subdue or kill cultists



THE CULT STRONGHOLD

1. PYRAMID
2. SMITHY
3. WORKSHOP
4. BARRACKS
5. STOREHOUSE
6. COMMUNITY CENTER
7. INDIVIDUAL HUT
8. HENHOUSE
9. ENCLOSURE
10. WELL

The Temple and Plaza

Established in the first half of the 1800s by cultists fleeing France, development of what can now be termed a colony deep within the territory of French Guiana has been slow and steady. The site was chosen because it was in the remotest reaches of one of the least explored portions of one of France's least important colonies. Secrecy and isolation are among its strong points. Water is available via wells and even if it weren't, rainfall is ample enough to supply the needs for any who might live here.

The stronghold was dedicated to furthering the aims of Mordiggian and the ghoul-cult. It began as a collection of rude huts and over the years grew in size and eminence. The indigenous population, as such, is small. While there is a permanent population, the majority of cult members are visitors who normally live outside this compound. Indeed, most live outside French Guiana entirely and are scattered in various communities around the world.

As Mordiggian's greatest worship site, the priesthood soon concluded that a temple befitting their god was an absolute must. Over the span of two decades in the middle of the nineteenth century, a medium-size pyramid was erected. Around it was built a great plaza paved with limestone and on its perimeter were arranged such buildings that the cult decided were needed.

The cult's great stronghold houses a population in excess of two hundred. As much as 75% is transient—that is, they are here for only limited durations after which they will return to their homes and communities in the outside world. Since the original cult was of French origin, it should come as no surprise that the majority of cultists are French or of French descent. However, in the twentieth century, people of other nationalities and ethnic groups were welcomed into the cult. Now, the cult of Mordiggian can boast of members throughout Europe, North and South America, and Africa. Its growth has been slow, but steady and continuous. Left unchecked, it will have strong cells on every continent except Antarctica by the end of the century.

The community is well-established and has made great strides in making the place comfortable and livable. While there is no electricity or running water, most other amenities can be had. Communication with the outside world is non-existent though there are a few battery-powered radio receivers in the compound. None pick up more than an occasionally static-laden broadcast from Cayenne or Brazil.

The Pyramid

The pyramid dominates the entire compound. Built between 1850 and 1869, it is a three-tiered step pyramid that superficially appears to be of Mesoamerican influence. In reality, it is a blend of styles. The architects and builders at the time were truly fascinated by the architectural wonders of Mesoamerica. Not only were they impressed by the well-known Aztec pyramids, but they were recently made aware of great Mayan ruins as well, thanks to the explorations of John Lloyd Stephens and Frederick Catherwood (in the 1840s). However, they had further influence. They modelled the structure partly after Mordiggian's great pyramid in the center of the Dreamlands city of Zul-Bha-Sair.

While structurally the pyramid shows some evidence of Mayan and Aztec influence, it is by no means faithful to either culture. It bears no carvings or paint schemes that a knowledgeable archæologist would expect of such structures. It is instead a large, hill-like structure covered in polished, gleaming limestone, brilliantly white and kept very clean.

Entrance to the pyramid can be gained through a large, arched portal in the base of the south side of the structure. Steps ascend the same south side (bracketing the portal before joining above it), and a windowless temple building sits atop the structure, in the fashion of Mesoamerican pyramids. The portal is flanked by great basalt braziers that issue a warm, red glow from coals that are kept lit and replenished by purple-robed priests.

The pyramid is further described on p. 169. This includes a diagram of interior rooms and corridors.

The Plaza

Paved with limestone quarried from nearby mountains, the plaza is kept in good repair and is periodically inspected by overseers. It is where some activity occurs including impromptu games and sports. The plaza is not cluttered with carts or goods; it is kept clear of all obstructions. This makes it hard to cross unseen, but also provides excellent fields of fire for anyone who hopes to pick off individuals there.

The Smithy

This is occupied by a traditional blacksmith's shop. Inside is a forge and ample metalworking tools. Most repairs to metal implements and even some mechanical repairs on the stronghold's few modern items is carried out here. The smithy is staffed by several cultists at any given time. Smoke from here can be clearly seen from as far as several miles away. During the day, this

continued on next page

continued from last page

is the noisiest structure here and its purpose is obvious. Noise aside, the main doors are kept standing open during the day to allow breezes to cool the building's interior.

If an investigator gets the opportunity to look through here unmolested, some interesting things can be seen. Oil lamps, swords, knives, and other items present are of unusual design. These are in fact from the Dreamlands city of Zul-Bha-Sair or were influenced by styles and designs from said city.

The Workshop

Within this large, low, wooden building are several workshops producing or repairing day-to-day items. People skilled in making leather goods and clothing toil here during the daylight hours. Much of the building is devoted to storage. The peaked roof houses an attic which provides further storage space. A tour of this building reveals many items from the Dreamlands. Some goods produced here are influenced by styles in Zul-Bha-Sair.

The Barracks

Two long, low, wooden buildings provide housing for the majority of the inhabitants here. Each building is subdivided into individual rooms and halls. Most are devoted to providing sleeping and living quarters though there are a few storerooms. Bathing and sanitary facilities are present though there is no running water. Each building has a sleeping capacity of one hundred. Though they have peaked roofs, neither has an attic.

The Storehouse

Made of dressed stone, this building contains supplies and provisions necessary to sustain life in the community. Many, if not most, items are from Zul-Bha-Sair while the balance is imported from the outside world. A small minority of items are produced locally or gathered from the surrounding rain forest.

The Community Center

This two-story stone building is where much activity takes place at virtually all hours of the day and night. It contains a large, communal dining room, a huge kitchen, assembly halls, lounges, and storerooms. Many of the comforts of the outside world can be found here. Popular music can be had via phonographs and a remarkably good selection of record albums is available. The billiards room is especially popular among some of the residents. The community center is where people can relax, but is also an important location for meetings and even a few minor ceremonies.

Henhouse

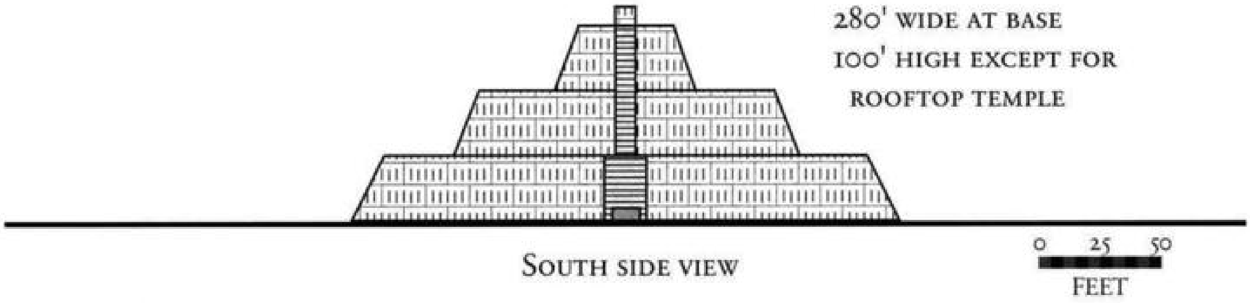
The cult maintains a flock of chickens. These freely wander the plaza and its environs. Northwest of the pyramid is a henhouse where chickens can be penned at night to keep them safe from nocturnal predators.

Fenced Enclosure

This grassy area is fenced with a four-foot-high stone wall broken by a single wooden gate. This enclosure is used to fence in any livestock (usually horses or mules) that are brought from the outside. Only rarely are such animals brought in so the enclosure is infrequently used to contain chickens.

Individual Huts

These native-style thatch huts are erected from time to time to house extra people or supplies. A half-dozen to a dozen exist at any given time. They are intended to be temporary at best, the average hut lasting only a few years before being pulled down. Though primitive, these huts are actually well-ventilated and comfortable, in some ways moreso than the more-traditional buildings here.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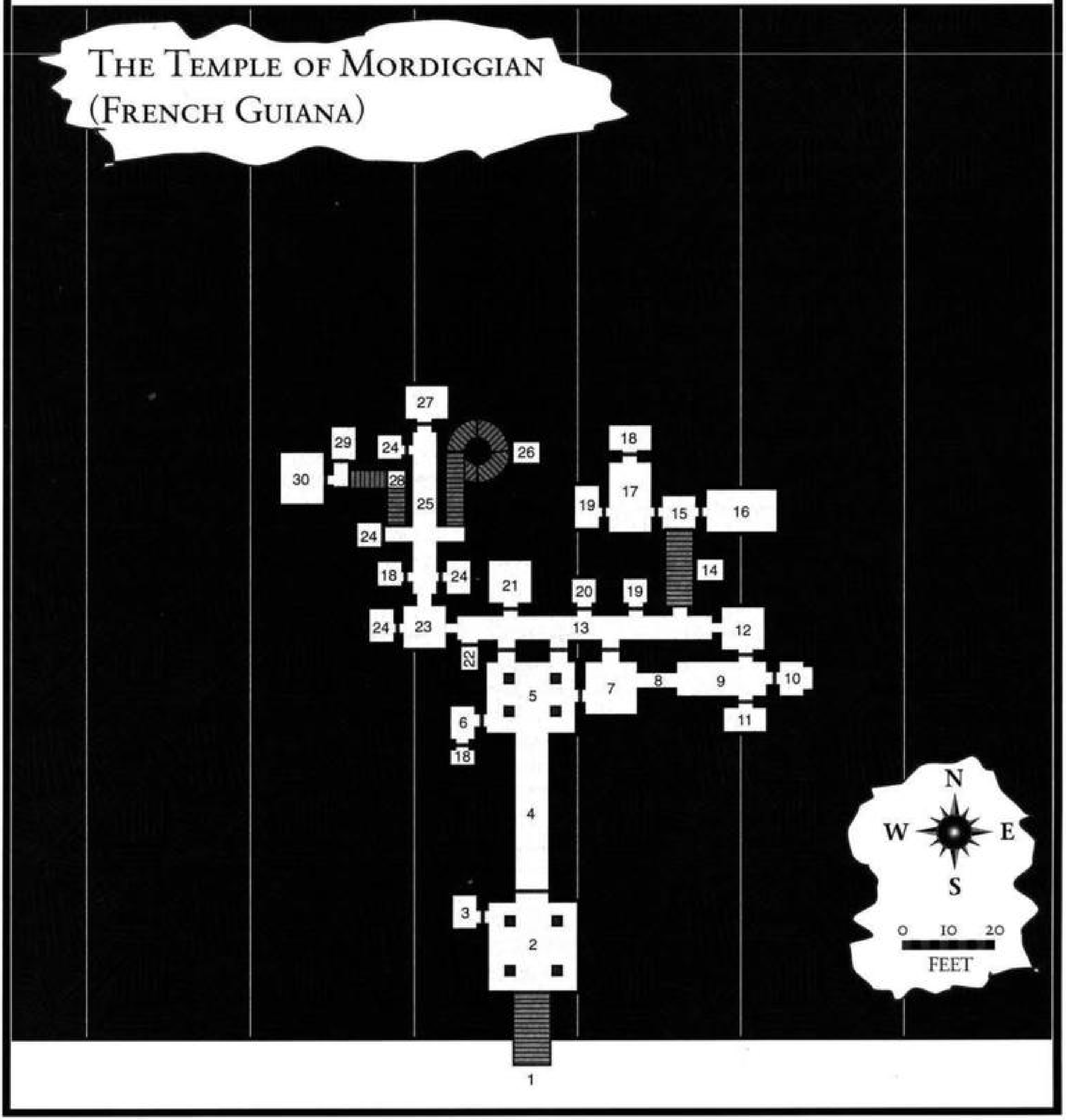

THE TEMPLE OF MORDIGGIAN (FRENCH GUIANA)

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Mordiggian's Pyramid

Mordiggian's great temple is a sprawling three-tiered step pyramid measuring 280 feet by 280 feet at the base. Each of the bottom two tiers is thirty-five-feet high and the top one is thirty feet high; the structure from its base to the pinnacle of its rooftop temple building is 110 feet. The second tier measures 180 feet by 180 feet at the base while the top (third) tier is seventy feet by seventy feet at its base. The entire structure superficially appears to be of Mesoamerican influence, but lacks any of the paintings, sculptures, and other trappings of any aboriginal culture. Made of whitewashed limestone, it has been beautifully maintained and could even be mistaken as being a relatively new structure rather than one almost a hundred years old. An aircraft overflying the site could easily spot it, but this is not likely to occur for years (in historical context, it won't occur until after World War II and perhaps not until the French begin building their launching site for the Ariane rockets near Cayenne).

A set of wide but steep stairs ascends the south side and leads up to the small windowless building at the top. A wide entranceway is located at the base and actually forms a divider at the base of the steps which flank the opening. On either side of this ground-level entrance are a pair of stone censers that are kept lit at all times. A single guard with a 8mm bolt-action rifle is on duty at the entrance. He does nothing to stop anyone from entering and is merely there as to prevent obvious intruders or outsiders from approaching. Similarly, an armed guard is always atop the pyramid. He patrols the roof around the rooftop temple and is equipped with a .30-06 bolt-action rifle with a 4.0 power telescopic sight as well as a pair of binoculars. The effect of the scope is to increase the base range of the rifle from the standard 110 yards to 440 yards. In addition to denying access to the roof to unauthorized people, he watches the rain forest for signs of intruders. Though natives are a potential cause for concern, they avoid the area so the rooftop guard, like his counterpart below, is generally lax and unobservant. Note that both guards will be vigilant if the cult has been forewarned of the investigators' arrival.

During the daylight hours, people can be seen entering and leaving the ground level entranceway. Smaller numbers ascend and descend the steps. At night, lit censers glow atop the pyramid, keeping the roof area dimly illuminated, but doing nothing to light the lower tiers.

The main entrance consists of a wide set of stairs that descends gradually into a medium-sized, low-ceilinged room. The pyramid's interior rooms are mostly located in the ground level tier or slightly below it. What follows is a key for these interior spaces which corresponds to the diagram at left.

General

Unless otherwise noted, all ceiling heights are seven feet. Rooms and halls are lit with bronze and brass oil lamps imported from Zul-Bha-Sair. Some hang from chains attached to the ceiling while others are on tables and other minor furnishings. Doors are made of polished hardwood collected from the surrounding rain forest. None have locks unless otherwise noted. Most are standing open. Security is very lax unless the presence of intruders is known or suspected. If the doors are closed and barricaded, they have STR ratings of 13.

1 **Entranceway and Stairs.** This wide set of stairs slopes gradually downward from the main entrance. The entrance itself is a ten-foot-wide, ten-foot-high open archway. The stairs have a flat, ten-foot-high ceiling. They descend from south to north and open into a medium-size room (Area 2). Immediately outside the entranceway are two censers (mentioned previously) plus a bored guard armed with an 8mm bolt-action rifle.

2 **Antechamber.** This room measures approximately twenty-four feet by twenty-four feet and has a seven foot high ceiling that it supported by four two foot diameter pillars. The floor is highly polished. Arranged around the chamber are several pieces of furniture (small tables, chairs, *etc.*), all imported from Zul-Bha-Sair. Both doors to this room are closed. Posted at a table next to the double doors in the north wall is a single purple-robed priest (a lesser or greater ghoul; Keeper's discretion). He is the only tangible security measure in the entire temple. Anyone he deems suspicious (*i.e.* anyone he doesn't recognize) may be attacked. One snarling howl from him will likely alert any cultists and ghouls nearby. However, he is not particularly vigilant if no trouble is expected. Cunning intruders could dispatch him quickly and quietly.

3 **Storeroom.** This is a storeroom that is kind of a transit point for goods being moved in and out of the temple. Zul-Bha-Sair goods are kept in here until they can be distributed to cult members living outside. Goods from outside the temple may be placed in here either to restock supplies or perhaps to be taken to Zul-Bha-Sair.

4 **Entrance Hall.** This is a long, empty hall. It is lit by oil lamps that are in niches evenly spaced along the walls (every several feet).

5 **Antechamber.** This is a sparsely furnished version of Area #2. No priest is on duty in here, however.

6 **Lounge.** This is a small lounge containing furnishings imported from Zul-Bha-Sair. A few modern trappings are in here including a phonograph and a selection of record albums. This is often in use; the Keeper should determine (perhaps through the use of a group Luck roll) whether or not it is occupied and, if so, how many people are here.

7 **Main Lounge.** The main lounge or living area is sumptuously furnished with some of the finest that could be brought from Zul-Bha-Sair. Ornate tapestries cover the walls and a magnificent carpet covers virtually the entire floor. A few cultists are likely in here at most times except perhaps the late-night hours.

8 **Access Corridor.** This is a bare, poorly lit corridor connecting the main lounge (Area #7) with the dining hall (Area #9).

9 **Dining Hall.** Containing several large tables each with an assortment of chairs, this is where meals are served and where meetings can be held. The room is fairly spartan in contrast with many other rooms within the temple.

10 **Kitchen.** This is a well-stocked kitchen containing a wood-burning stove, large fireplace, and the usual cabinets, tables, *etc.* A well complete with a manual pump is the source for water here.

11 **Pantry.** Wooden shelves in here virtually groan under the weight of foodstuffs. Cured meats hang from the ceiling while sacks and cans of food are stored on the shelves and on the floor. Several chests in here contain kitchen and eating utensils, plates, crockery, and assorted kitchenware. Though cannibalism is common within the cult, it does not form the sole means of sustenance. Keepers desiring to put some unpleasant human corpse-parts in here as a minor gross-out are welcome to do so; such a sight should carry a SAN loss of 1/1D3.

12 **Lounge.** This is yet another lounge. Not as well-furnished as the ones previously mentioned (Areas #6 and #7), it is designed more for the general use of rank-and-file cult members.

13 **Central Hall.** Measuring eight feet in width, this east-west hall links many key areas within the pyramid. People must commonly pass through here. There is little chance for concealment except in doorways or perhaps behind one of the halls' few chairs or tables. Because this is a main thoroughfare, it is this area that is the most difficult for intruders to get through undetected.

14 **Stairs.** These stairs descend from north to south and lead to the barracks wing of the temple. The door at the north end is always kept shut.

15 **Lounge.** This is a small lounge for use of temple staff housed in nearby quarters. It is rather spartan. Both doors are often, though not always, closed.

16 **Barracks.** This room is a kind of dormitory that can house up to six adults. There are six beds, six lockers, six trunks, and six chairs in this area. There are often at least a few cultists in here, perhaps sleeping. Not surprisingly, the door is usually closed.

17 **Barracks.** Another dormitory, it can house up to five adults. Except for dimensions and general layout, it is largely the same as Area #16. All doors to this room are usually kept closed.

18 **Water Closet.** This is a primitive bathroom. Its facilities are limited to a washbasin, a few pitchers of water, some towels, and a chamber-pot.

19 **Medical Storage.** The door to this storeroom is always kept closed. Within are medical supplies, most of which are brought in from Cayenne or even Europe and North America. These are, therefore, considered to be of great value since replacing them is difficult. In an emergency, this room can be turned into a small clinic as long as some of its crates are moved out into the hall (Area #13) or elsewhere.

20 **Storeroom.** This storeroom contains miscellaneous mundane, non-perishable supplies (oil lamps, blankets, rope, clothing, *etc.*). Some items are imports from Zul-Bha-Sair while others are from Cayenne.

21 **Library.** The ceiling of the library is ten feet high. The walls are covered from floor to ceiling with bookcases and shelves containing a wide assortment of literature. Some occult texts are mixed in with other, more-mundane subject matter. All cult members have full access to this room. Other furnishings include several comfortable chairs and a few tables.

22 **Shaft.** The door to this four-foot-by-four-foot area is always closed and can, in an emergency, be locked. Within this area is a four-foot-diameter shaft plunging vertically into the earth. Iron rungs in in this brick-lined tube form hand- and footholds. The shaft descends to a network of tunnels that crisscross the area beneath the stronghold. These tunnels, dug mostly by ghouls over the past century, link most buildings and can provide a secure means of travel for cult members. A few ghouls are usually prowling these tunnels, which are mostly unlit. Some ghouls may even be working to expand the tunnels somewhat.

23 **Lounge.** This is the finest lounge in the entire pyramid and is meant exclusively for the use of the priest class. All furnishings are Zul-Bha-Sair imports. The floor is tiled with gleaming obsidian and there is even a wine rack in one corner containing an assortment of fine potables.

24 **Priest's Quarters.** This is a bedroom for one priest. It may belong to a high-ranking priest such as those listed in the NPC section or perhaps one of lesser standing. Furnishings are exceptional (again, opulent items brought in from Zul-Bha-Sair). Some Keepers may opt to place an unusual tome or some other kind of odd trinket in here, but nothing of great significance should be available. Clues might also be here though at this point there may be little need to include any.

25 **Hall.** This is a well-furnished hallway that is travelled mostly by priests and acolytes. Traffic here is fairly minimal and it should be easy for careful intruders to slip through here unnoticed.

26 **Winding Stairs.** This narrow set of unlit stairs winds and spirals up through the pyramid and eventually opens up into the

temple building on the roof. Note that in a pinch, this could be an escape route for intruders. If cultists are rushing in through the main entrance to stop them, the group could potentially flee to the roof then down the exterior steps, across the compound, and into the rain forest. Their pursuers would still be running around in the temple and opposition outside might consist of only a guard or two and perhaps a few stray cult members.

27 **Chapel.** This is a private "chapel" for the use of priests and acolytes. It is a place of repose, prayer, and meditation. Private rites are also occasionally held here. The room is completely tiled with black basalt. There is no lighting except that brought in by a worshipper. Though the door has a lock, it is usually only closed, but left unlocked. A few scrolls of religious lore may be found here as well as an occult (or Mythos) tome or two (Keeper's discretion).

28 **Stairs.** These unlit stairs descend to the gate room.

29 **Arms Room.** This unlit room is kept locked though keys to it are in the possession of each priest and acolyte. Rifle racks line the east wall and these contain an assortment of rifles and shotguns. They also contain quite a large number of weapons brought in from Zul-Bha-Sair including spears, bows, quivers of arrows, scimitars, and falchions. The most common modern arm is the 8mm bolt-action rifle (see p. 81) and each comes with a bayonet. Ammunition cans are stored at the north end of the room. A pair of normal gun cabinets are also in here and these contain some more rifles and shotguns as well as some handguns. No automatic weapons are in here though the Keeper can opt to have a case of dynamite (anywhere from twenty to fifty sticks) stored among the ammunition cans.

30 **Gate Room.** This is a large room with a ten-foot-high ceiling. Built into the middle of the west wall is an obvious archway, but this seems to simply be built into the wall as opposed to being an entranceway. Within this arch is a gate to Zul-Bha-Sair (a Gate of Oneirology; see the next section). The room is lit by a pair of censers that flank the eastern door (which is closed, but not locked though there is a locking mechanism; only the High Council members have keys to this) as well as by several oil lamps that hang from the ceiling. Goods recently imported from Zul-Bha-Sair may be stored in here or the room may be largely empty depending on the whim of the Keeper. Detecting and travelling through the gate is accomplished as per the standard CoC rules. Unless they are unlucky, intruders will usually find this room to be unoccupied. If security is tightened, an armed guard will be placed in here.

The Gate of Oneirology

Area #30 contains the cult's precious gate to the Dreamlands. Physically, the gate is distinctive. Encompassed within a finely carved stone archway, the gate is embedded in a section of bedrock that has been smoothed and polished by hand. Into this surface have been worked runes composed of a silvery alien metal alloy not known on Earth. The runes form a seemingly random pattern and belong to no known language.

Travelling through the gate is simply a matter of touching the wall and "willing" oneself through. It costs only one magic point to travel through. The gate can also act as a window. Placing both hands on the wall within the arch and concentrating on the gate can permit anyone who succeeds in a POWx5 roll to see through the gate as if it were a foggy window. The effect works only for the person or persons touching the gate; for potential witnesses, the gate appears to be the same opaque stone. Looking through the gate in this manner requires the person to succeed in Spot Hidden rolls to notice activity, occupants, or objects on the other side of the gate. Even with successful Spot Hidden rolls, observers can see only movement and vague forms. Details of any kind are lacking.

Note that the gate here appears identical to its counterpart in Zul-Bha-Sair. It also operates in the same manner.

Rooftop Temple

This is a simple ten-foot-by-ten-foot, windowless building that is ten feet high. Within is a small altar as well as a trap door opening onto a set of stairs plunging deep into the pyramid (see Area #26). Some religious paraphernalia is kept in here including robes, sacrificial daggers, religious scrolls and texts, and the like. A priest or acolyte is often, but not always, in here. It is commonly used for special rituals as well as for private meditation.

An Optional Clue

If the players could use a helping hand in locating the Gate of Oneirology—or at least realizing that there's something of particular interest inside the pyramid—the Keeper can decide that the stone the gate is made of is magnetic. Compasses in the area of the temple (inside the treeline, probably) will swing towards the temple, and the gate within. Any perceptive investigator using a compass near the temple might notice this, and be able to follow his or her compass right to the gate.

Gate Strategies

Though the option has not been given before now, it is possible for the cult to reinforce its stronghold in French Guiana by sending ghouls from Zul-Bha-Sair through the Gate of Oneirology. Ghouls can make the transit; humans who were born in the Dreamlands cannot. The Keeper should also not permit any creatures that are purely native to the Dreamlands (such as zoogs) to be able to pass through the gate.

The ramifications of this are obvious. If the cult reinforces this vital outpost in the waking world before the investigators act against it, it becomes very hard to beat the cult. However, unless there is a specific reason for the cult to reinforce the pyramid compound (such as the overflight of it by an aircraft or specific warnings from Hadley), they have little motivation to do so. Most of the priests in Zul-Bha-Sair want to remain there, both because it is their home and because it places them in close proximity to their deity.

Conversely, the gate can also be used as a means of evacuation. If a great threat is perceived to the temple, the cultists (humans and ghouls alike) could flee through the gate and into the Dreamlands. The threat would have to be plausible and very probably genuine. In a very extreme case, the investigators might be able to somehow arrange for military action against the temple, probably after the occupation of French Guiana by the United States in 1942. However, this is most unlikely. No one in government or military circles will believe that the Axis powers are using the remote wilderness of French Guiana as a base.

outside the compound. Of course, the cultists will return the courtesy with gunfire if possible.

A better option (though the investigators may be leery of attempting it) is to simply confront such cultists and threaten them with superior weapons and numbers. The cultists may not be sane, but that does not mean they are stupid. They will surrender if put into a position where to resist means a pointless death. On the other hand, they are smart and will take advantage of any opportunity to escape or raise the alarm. Careful investigators should be able to deal with this.

Questioning cult members is no easy task. All will be stubborn and will be resistant to giving out any information that might be harmful for the cult. For them, the cult is a religion, one they are well aware would be persecuted in the outside world. They are devoted members of this religion and while there is no express penalty for giving away cult secrets, all know that to do so would be a violation of a sacred trust and would invite reprisals from the priesthood. Therefore, physical torture is not a wise or effective option to exercise.

Torturing prisoners is something the Keeper may not want to permit some (most) investigators from trying unless they fail a SAN roll first. After all, it is in opposition to the morals of most kinds of characters the players are likely to be portraying. If torture is carried out, the person committing the act loses 1/1D8 SAN (less if he or she is of low moral character) while witnesses lose 1/1D4 SAN. All that is gained is a morass of misinformation. Some truth may come out, but most will be intentional fabrications designed to deceive the questioner(s).

Speaking to prisoners civilly is a better option. By doing so, one can learn a bit about them: names, nationalities, *etc.* Few are born here. Most are from Europe and North America and many are of French ancestry. The most that can be learned about the cult is that the compound is a religious commune. They deny any allegations that they are harming natives or anyone else in French Guiana and this is substantially the truth. Anyone who is captured at this point is likely to believe this wholeheartedly, probably not being aware of the events leading up to the seizure of the Garibaldi Camp. Psychology rolls that are successful here will indicate the prisoners, though very wary and nervous, are not telling lies. However, they are obviously not saying all they know.

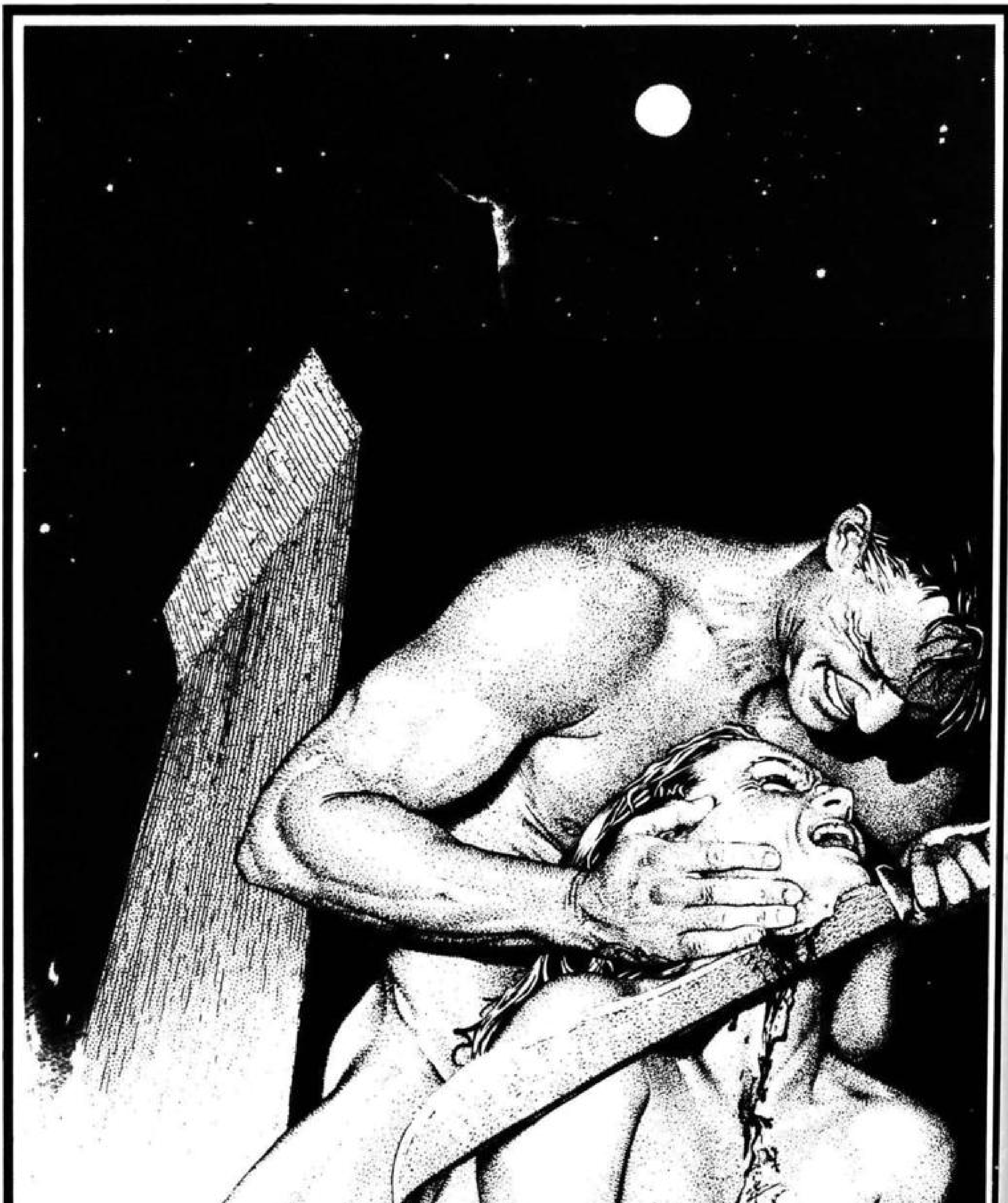
The Ceremony

Morton Hadley as well as several other key cult leaders from around the world have been called to the main cult stronghold for an important purpose. Periodically, cult priests are promoted due to their good works and accomplishments. Hadley has been singled out as being an effective priest and leader and is about to be rewarded.

Keeper's note: if Hadley has been killed or otherwise prevented from travelling to French Guiana, or if he has failed in some critical way that would displease the cult and lower his standing, carry out the ritual described here as given but replace Hadley with another cultist leader from some other part of the world; his identity and stats are unimportant, unless perhaps he is a character from the Keeper's own campaign.

Within a week of Hadley's arrival, he is to be the subject of an important ceremony. This will increase his personal power and enhance his position within the cult. Conversely, if the investigators have dealt him a severe setback in Greenfield, he may be stripped of rank until he can redeem himself.

The ceremony, if it occurs, is held high atop the great pyramid on a moonlit night (preferably the night of the full moon). Called the Melding Ritual, it is where the recipient's life force is more closely tied with the collective power of the



Hadley's apertif.

priesthood. The hour-long ritual involves three priests, the recipient (in this case it is Hadley) and a probably unwilling human sacrifice. The ritual begins with the focus of the ceremony kneeling in the center of a circle of powdered chalk. Arrayed around the circle at even intervals are the three presiding priests, the High Council of Mordiggian. For much of the hour-long event, the participants are involved in intense meditation and chanting. The ceremony culminates with a human sacrifice. Afterwards, there is a feast of celebration where the remains of the sacrifice are consumed by the priests, the recipient, and cult members.

The practical benefit of the ceremony is that the recipient gains 1D2 POW as long as none of the priests involved nor the recipient fumbles a POWx5 roll. Furthermore, upon the successful completion of the ritual (*i.e.* when the POW is actually gained), the recipient is rewarded with a gift. The nature of the gift is up to the Keeper, but can be an enchanted object, a cult icon, or a new cult cell to preside over. In Hadley's case, he is given a magical item known as the Talking Skull; this item is described below.

Note that the POW increase bequeathed by the ceremony can raise the recipient's POW above 18. It cannot, however, raise it above 22.

Solutions

With the previous description of the compound and the pyramid in hand, the Keeper can moderate the actions at the stronghold. Investigators will, no doubt, be daunted by the task before them. Having come this far, they have little choice but to continue. To retreat now is to admit that the painful trek was for nothing. Further, it would require a repeat of the dangerous trek through the wilderness, something that they should want to avoid since it can easily result in death or long-term negative health effects.

With a little planning and forethought, the investigators can achieve victory here. Conversely, rash or unintelligent investigators could blow the whole thing and get everyone killed. What follows are descriptions of some potential plans and the likely results if they are attempted.

New Artifact: The Talking Skull

Original to the Cult of Mordiggian, this type of enchanted item has both ceremonial and practical functions for members of the cult. It is a human skull made of some cast metal native to the Dreamlands and having no counterpart on Earth; this metal has the heft of bronze, but possesses a gleaming, striated red surface that looks eerily like muscle tissue. The skull is stylized slightly, and looks somewhat streamlined. Incongruously, the skull includes eyes and a tongue, also cast in the same metal and all of one piece. The top of the skull is split lengthwise down the middle and hinged on opposite sides, so that the two flaps open smoothly to reveal the interior of the skull.

The skull allows a human brain removed from a freshly killed corpse to regain consciousness and resume use of sight, hearing, and speech. (The victim must have died within ten minutes of the brain being removed and placed within the skull or nothing will occur.) The brain is placed within the interior of the skull and the top closed shut. When this occurs, the user expends ten Magic Points, causing the skull to animate under the control of the brain. The eyes and tongue may move freely, as if they were made of flesh rather than metal; the jaw may also move. The voice of the skull emanates from the mouth though there are no muscles and no source of forced air. This effect is purely magical and the physical features of the skull are purely symbolic.

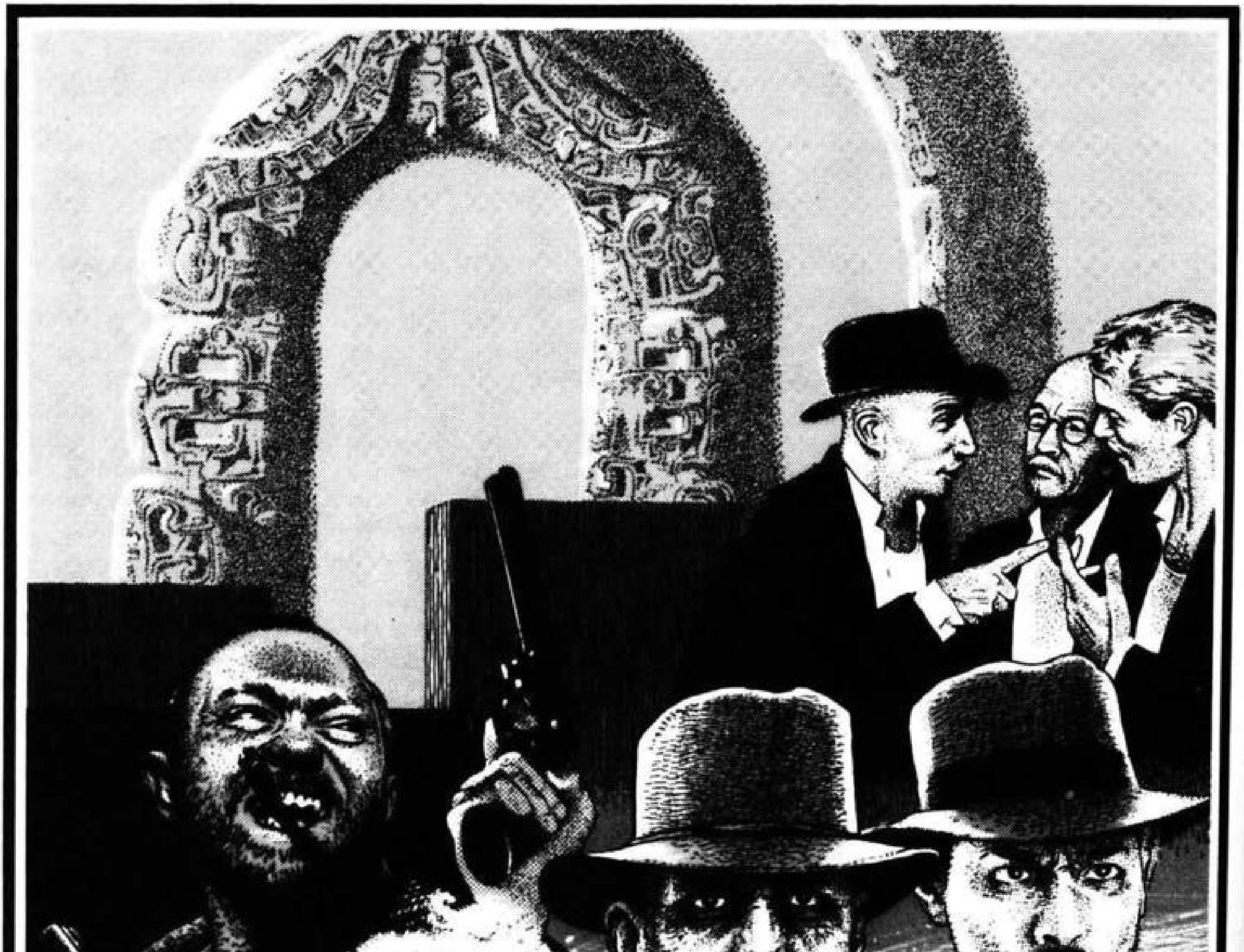
Death and the subsequent restoration of consciousness within the new form exacts a heavy toll; the person whose brain is placed within the skull and activated loses 1D20/1D100 SAN. Indefinite or permanent insanity are not uncommon results.

The caster loses 1D10 SAN. Anyone viewing the process loses 1/1D3 SAN for the brain removal and placement and an additional 1/1D6 SAN upon realizing that the brain has animated the skull and is once more conscious. The magic lasts for one minute before the brain experiences final death.

The primary purpose of the skull is ceremonial. On those rare occasions when a freshly killed corpse is to be eaten–most often that of an enemy–the brain is removed upon death and placed within the Talking Skull so that the victim may watch his or her body being eaten by the killers. Eating the body of a hated enemy while his or her brain watches and screams is considered a tremendous triumph.

Hypothetically, the brain in the skull could be questioned and conversed with for information-gathering purposes and occasionally the cult does put its Talking Skulls to such use. This is, however, an unreliable method since insanity too-often results and in any case the victims rarely have compelling reasons for cooperating with the users of the skulls. In addition, the brief time allotted to the brain's life within the skull–just one minute–makes intelligence-gathering an unlikely pursuit in which to employ this unfortunate item.

The only Talking Skull that may be encountered within the context of this campaign is the one that will be bestowed upon Morton Hadley (or his substitute). If the campaign expands beyond the bounds given here, it is possible one or two more might be encountered, most likely in Zul-Bha-Sair rather than on Earth. This is a very rare and treasured item and is not one that just anyone will possess.



A good day to die.

Demolitions

For investigators with a violent streak, dynamiting structures in the compound and particularly the pyramid might come to mind. This, of course, requires that the group have a supply of dynamite or other suitable explosives at hand. Explosives are rare in this scenario. A woefully inadequate supply is possessed by Morton Hadley and this might fall into the investigators' hands and there is possibly (at the Keeper's discretion) a case at the Garibaldi camp. Without adequate supplies, this option may be logistically impossible.

However, if the group does manage to hike in with crates of explosives strapped to mules, they could very well attempt this. To do so, they would either have to secure the compound in some sort of military-style assault or would have to sneak in. Considering the number of cultists present, a military-style assault is doomed to failure unless the investigators have a lot of manpower (*i.e.* dozens of well-armed and well-equipped soldiers). Sneaking in to place charges is much more likely for most groups.

If this succeeds (which requires multiple successful uses of both Demolitions skill and Sneak skill), it can frustrate the cult for many years. Assuming the pyramid suffers significant structural damage resulting in the collapse of interior rooms and corridors, the gate to the Dreamlands would be blocked. If enough buildings are blown, it could make the site uninhabitable for quite some time since new equipment and supplies would have to be brought in from Cayenne.

Note that to cause the collapse of interior spaces in the pyramid can be done with a dozen or two dozen sticks of dynamite placed in the correct areas. However, knowing where to place the minimum amount of explosives to achieve the maximum desired effect requires successful use of Demolitions of Structural Engineering skills (rare to see in player characters). Lacking this, it is likely only a few rooms or corridors might be destroyed and these could be easily cleared of rubble in days or, at most, weeks. Blowing the entire structure to rubble is frankly not possible without hundreds of pounds of explosives and a team of competent sappers.

Though difficult to pull off, even in the unlikely event the group is in a position to attempt it, the proper use of explosives could strike a blow to the cult that would take them years or even decades to recover from. It is not a permanent fix, but often there are no permanent solutions in *Call of Cthulhu*.

Seal the Gate

The gate to Zul-Bha-Sair is vital to the cult and its ultimate plans. Sealing it can cause them untold headaches, especially since they no longer possess the magicks necessary to repair or replace it.

The gate can be sealed by inscribing an Elder Sign on it–that is, by casting the Elder Sign spell and causing the Sign to appear on the gate's surface. An alternate method is to place an existing Elder Sign on it. In the latter case, an

Playtest Note: A Pyrrhic Victory

In the closing scene for one playtest group, the investigators succeeded in penetrating the cult's defenses around the Temple of Mordiggian. After arranging for a distraction that misled most cultists in the area late one night, three investigators overcame a guard and slipped into the Temple itself. They scouted out a large portion of the complex inside before encountering resistance. In the fight that ensued, all three investigators were wounded by their own dynamite charge as well as by the actions of the cultists. Overcoming their injuries, they struggled to the Gate of Oneirology, set their last dynamite charge, and fled up the stairs to escape the blast.

In the meantime, hordes of ghouls and human cult members poured into the Temple, having heard and felt the first blast. They were too late. Their precious gate was destroyed. Even at this point, however, the three wounded investigators had an opportunity to escape. They could have fled up the stairs leading to the top of the Temple. If they could take out the guards there (very possible as long as they exploited the element of surprise), they could then scale down the back side of the pyramid while the cultists were preoccupied with entering via the main gate.

Unfortunately, they instead tried hiding in a side room. Two donned priest robes while the third was too large to fit in any of those discovered. This feeble attempt at disguise was insufficient, but they never had a chance to even attempt a break. They opened the door in the hope that they could intermingle with the angry cult members and thereby escape. The door opening immediate caught the attention of several cultists. One investigator suddenly had a bright idea and said, "they went down the stairs!" There was only one problem with this. He spoke in English, the only language he knew. The cultists all spoke French and few knew English. His shout was a dead giveaway. All three were immediately seized. Needless to say, their final fate was less than pleasant.

Though all three investigators died horrible, miserable deaths at the hands of the cult's most experienced masters of torture, they *did* achieve all of the primary goals of the campaign. They ruined the cult's gate and did much to disrupt the cult in Greenfield. The only thing they failed to do was survive. A victory? Yes, but certainly it qualifies as a Pyrrhic one at best.

Elder Sign placed on the gate adheres to it instantly and cannot be removed. When this occurs, there is a brief delay (1D2 rounds) after which there is a deafening thunderclap. Anyone in the room with the gate at the time of the thunderclap is knocked to the floor, takes 1D3 damage, and suffers permanent hearing damage. The latter results in temporary deafness (1D6 minutes) and the permanent loss of 20% of each victim's hearing (note that this means each person affected loses 20% of his or her Listen skill, *not* -20%). Once sealed, the gate can never be reopened in this room even if the Elder Sign is somehow removed.

One other way to seal the gate is to detonate an explosive charge against it. A single stick of dynamite is sufficient to shatter the fabric of the gate, thereby permanently closing it.

Note that there are three problems with this tactic. The first is that the group may not be aware of the gate's existence unless they have learned about it from a cultist (extremely unlikely) or have learned of it while in the Dreamlands (also unlikely). The second is that it is difficult to reach the room containing the gate, requiring either stealth or surprise or both. Third, in the event that dynamite is not at hand, there is no Elder Sign conveniently placed within the campaign for the group to use. If the investigators are experienced, they may have the Elder Sign spell or an Elder Sign obtained through exploits in a previous scenario. Otherwise, they are out of luck on that count.

However, there is one very subtle and rather gruesome option. Perceptive investigators may have noticed the Elder Sign tattooed on would-be guide Willard Mensch. They may conjecture that this is a true Elder Sign, not some powerless caricature. Close examination of it reveals that it appears to be a good representation and a successful Cthulhu Mythos roll reveals that it is indeed a true Elder Sign. Upon learning this, especially brutal investigators will help themselves to it. No amount of persuasion, intimidation, or bribery will convince Willard to part with the Elder Sign. It must be cut from his body without tearing or damaging it. This requires a steady hand and an unconscious or immobilized Willard Mensch. Cutting it from his body causes him 1D3+1 damage. A successful First Aid or Medicine roll will result in the return of 1D3 hit points. Untreated, the wound may fester and lead to gangrene and death. This is a risk even if the wound is properly dressed. Carving up Willard causes the loss of 1/1D4 SAN to the callous person performing the operation and 0/1D3 SAN loss to all who witness and/or allow it.

Alternately, the investigators can avoid the surgical option entirely. They can simply overpower Willard, shove his entire body against the gate, apply the tattoo to its surface, then run. Willard would be bonded to the stone, of course, and would be unable to escape. SAN loss for causing Willard's demise in this fashion should be 1/1D10.

Seal the Gate from the Dreamlands

More difficult and dangerous than attempting to seal it in French Guiana, this is still an option. The advantage is that any investigator killed in the Dreamlands is merely thrust back into his or her physical body. It also means that person has permanently lost the ability to dream. Regardless, this knowledge may spur the investigators to action moreso than if they are in French Guiana.

A description of the Temple of Mordiggian in Zul-Bha-Sair is given on p. 133. The site is dangerous not only because of the ghouls, but because Mordiggian is also present and will respond violently, if given the opportunity.

Retreat

Yes, this is an option. Though anti-climactic, the investigators might decide that they are in over their heads. They might later try to inform government authorities among the Allied powers, but their implausible stories would meet with deaf ears. Oddly enough, this is actually a viable option. The cult is not really an immediate threat on a grand scale. It is not trying to summon an immense, all-powerful, alien god or wreak widespread devastation. Its plan is more insidious as it hopes to change human nature and thinking over the long term. The investigators will be long-dead before the Cult of Mordiggian has any real chance of success. Of course, the investigators probably don't know this and will live out their lives suffering from doubt and guilt over their inaction in the face of a great challenge and perceived threat to humanity.

Informants

Trying to inform government and military officials about the cult is useless. Any lies would be implausible. The Nazis have no reason to establish a listening post deep in French Guiana. It is not a strategic location for the enemy. Natives are generally dismissed as being little more than an academic curiosity. If stories about a supernatural threat are peddled, this leads to contemptuous comments and total disbelief.

Delayed Reaction

Perhaps the investigators flee, vowing to one day return to complete the job. As the world war spreads, many investigators may enter military service and gain valuable training and experience. Sometime after the war, the group might re-assemble to finish the job. This time, technological developments can assist them where before, they were greatly hindered by the environment and political situation. Cayenne also has an airfield built near it during the war, making it more accessible to the outside world. By the 1950s, helicopters, easily portable radios, and other trinkets become available and affordable.

Though the cult would also benefit from technology, the Keeper could with relative ease arrange a post-campaign scenario that brings closure for the group.

Blowing Their Cover

Strangely, perhaps the most practical means of disrupting the cult is to quietly and subtly publicize the presence of a heretofore unknown pyramid deep in the wilds of French Guiana. While few would be able to check this out during the war years, if there is sufficient evidence to support the group's claims, the site would almost certainly become the focus of numerous well-funded archæological expeditions in the latter half of the 1940s. All the investigators have to do is characterize the site as being a ruin site akin to the great pyramids of Mexico and Central America. If they omit the truth about its actual age and origin and perhaps provide a few tantalizing photos of the pyramid, scholars from around the world might fall for it hook, line, and sinker in ways that the colonial government of French Guiana never would.

A well-concocted story can, therefore, completely blow the cult's cover. This is especially true if the group includes in its ranks a *bona fide* scholar. If he or she happens to be an archæologist, that is an additional benefit. Once expeditions begin to assemble for the trip into the steamy forests, the cult would have to throw in the proverbial towel. Rather than destroy the expeditions, which would only invite further scrutiny, they would abandon their precious site, burning and destroying as much as they could. The pyramid would remain intact as would the Gate of Oneirology. They would still maintain some hope that the site could one day be reoccupied. In the meantime, it would be allowed to return to nature. Within a few years, the rain forest would begin to reclaim the site.

Expeditions reaching it would find an especially well-preserved pyramid and plaza, but then the controversy would start. Many would argue that it is a fraud. Others would state that it is laughable that someone would go to such lengths to create a genuine pyramid in such a remote and forbidding region only out of the desire to generate a hoax. The controversy itself is really beside the point. The investigators would know the truth–that the cult was forced to give up their plans for the great site and have therefore been disrupted.

Aftermath

Failing to take effective or decisive action against the Cult of Mordiggian is not, as it is in so many CoC campaigns and scenarios, the end of the world. It means that they merely continue on as before, gradually enhancing their position in the world and continuing in their efforts to subvert societies.

Disrupting the cult effectively requires one of two things. Either the cult stronghold must be made uninhabitable or the Gate of Oneirology beneath the Temple of Mordiggian must be sealed. Of the two options, the second is far more damaging and decisive than the first. The second may in the long term be more practical.

An additional means of damaging the cult is to eliminate Arnold Ricketts and thus their ability to manufacture Dreaming Serum. Without the serum, the cultists lose the ability to rapidly disseminate information between various cult cells around the world. This benefit is one they have enjoyed for only a few years, but is one that is a great boost to their plans for Mordiggian.

A meaningful victory against the cult means that for the remainder of their lives, the investigators must live in fear of the Charnel Cult. They know entirely too much and will be pursued if they grow complacent. Only if their identities have remained unknown to the priesthood do they have any measure of security. If they are known to the cult, they must be concerned as to the fate of family members and close friends. Though the cult will not necessarily target relatives, they will certainly do so if they come to believe that the investigators shared information with them or can be flushed out thereby.

As for the investigators themselves, the cult will want them eliminated. However, being decentralized, this is difficult to arrange. They are not set up for sending out teams of assassins nor do they control the ghouls in every portion of the world. If the investigators are discreet and take reasonable precautions (such as establishing new identities), they may avoid the cult's wrath for the rest of their lives.

The only sure way for the investigators to make themselves a magnet for punishment is for them to either continue acting against the cult or to make public their knowledge of ghouls. This would place them in tremendous danger, for the cult as well as ghoul clans not affiliated with the cult would seek them out.

Rewards and Penalties

Action	Result
Help Willard Mensch escape French Guiana	+1D4 SAN
Destroy the cult stronghold	+1D10 SAN
Seal the gate (only if known to the group)	+1D10 SAN
Force the cult to abandon their stronghold	+1D10 SAN
Each ghoul killed (maximum +2D6)	+1D6 SAN*
Each priest killed (maximum +2D6)	+1D6 SAN*

* Reduce or eliminate these if the group has already killed a lot of ghouls, priests, and cultists earlier in the campaign.

NPCs

WILLARD MENSCH

escaped convict and potential hired hand, age 42
Described: p. 152
Nationality: American
STR 15 DEX 11 INT 13 CON 12 APP 8 POW 15
SIZ 10 EDU 13 SAN 51 Luck 75 HP 11
Damage Bonus: +1D4
Education: high school
Skills: Bargain 58%, Boating 77%, Climb 60%, Conceal 26%, Dodge 36%, Drive Automobile 25%, Electrical Repair 45%, First Aid 34%, Fishing 80%, Hide 40%, Jump 45%, Listen 50%, Mechanical Repair 57%, Sea Navigation 79%, Occult 10%, Persuade 38%, Pilot Trawler 62%, Psychology 17%, Sneak 41%, Spot Hidden 57%, Swim 88%, Throw 49%, Trawler Operations 70%
Languages: English 71%, French 65%, Spanish 41%
Attacks:

Rifle/Shotgun Attack 31%, damage dependent on what he can acquire
Fist/Punch Attack 76%, 1D3+db damage
Large Knife Attack 55%, 1D6+db damage (filet knife)

Notes: Mensch is a desperate escapee who will do just about anything to avoid recapture. This includes killing guards and anyone informing on him though he will otherwise avoid harming innocent people. Life in prison has hardened him and he is likely to be coldly efficient when despatching anyone he considers a valid threat to his freedom. Bearing assorted tattoos all over his body, four are Cthulhu Mythos-oriented and these may be the focus of some scrutiny among the investigators. Mensch is destitute and owns only the clothes on his back. Concealed somewhere on his person is a well-honed filet knife.

RICARDO TORRES

cultist posing as Antonio Saparelli, age 31
Described: p. 160
Nationality: Brazilian
STR 14 DEX 13 INT 15 CON 16 APP 11 POW 15
SIZ 12 EDU 13 SAN 0 Luck 75 HP 14
Damage Bonus: +1D4
Education: high school equivalent
Skills: Bargain 12%, Biology 20%, Chemistry 8%, Climb 50%, Conceal 39%, Cthulhu Mythos 15%, Drive Automobile 25%, Fast Talk 75%, Geology 5%, Hide 46%, History 27%, Jump 31%, Library Use 56%, Listen 37%, Land Navigation 40%, Occult 17%, Persuade 40%, Psychology 59%, Ride 25%, Sneak 50%, Spot Hidden 66%, Swim 45%, Throw 54%, Track 12%
Languages: French 66%, Portuguese 71%, Spanish 70%
Attacks:

Rifle/Shotgun 37%, 2D6+3 damage (M1891 6.5mm bolt-action rifle)
Handgun Attack 40%, 1D10 damage (Mauser M1896 9mm pistol)
Sword Attack 35%, 1D6+2+db damage (machete)
Fighting Knife Attack 51%, 1D4+2+db damage (large hunting knife)

Spells: Clutch of Nyogtha, Contact Lesser Ghoul, Contact Greater Ghoul, Shrivelling
Notes: While a student in his first year at the University of São Paulo, Ricardo was impressed by a guest lecturer. The

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GUIDES

Any of several guides may be hired by the investigators in Cayenne. The following table provides statistics on each; additional stats such as skills and attacks appear on the next page. More detailed personal information on them can be found on pp. 153-156.

	Albert La Tour	Edward Colombe	Achmet Fariz	Philippe Gaillard	"Claude"	John Mutley
Nationality	French	Guyanese	Algerian	French	Guyanese (Indian)	English
STR	16	10	14	14	12	14
DEX	14	17	12	14	15	12
INT	14	15	12	11	13	12
CON	15	15	13	12	17	13
APP	7	12	9	13	11	13
POW	11	13	12	12	13	12
SIZ	13	8	11	13	9	11
EDU	13	9	11	13	5	14
SAN	33	54	47	50	68	50
Luck	55	65	60	60	65	60
HP	14	12	12	13	13	12
DB	+1D4	+0	+1D4	+1D4	+0	+1D4
Age	51	23	26	30	25	31

continued at right

lecturer turned out to he one of the top members of the cult, Henri Carnot. Continued contact with Carnot soon corrupted Ricardo and it wasn't long before he dropped out of school to join the cult. He has since acted as an informer and spy in Cayenne and now is the leader of the Garibaldi Camp. When need be, Ricardo is a ruthless man, but he can show restraint and has proven to be a capable and effective leader of both humans and ghouls. If not killed or incarcerated during the course of this scenario, it is entirely possible that he could eventually work himself up through the ranks of cult leadership and attain high station.

HENRI CARNOT

sorcerer and member of the High Council, age 63

Described: p. 23

Nationality: French

STR 6 DEX 7 INT 18 CON 7 APP 8 POW 21

SIZ 10 EDU 23 SAN 0 Luck 105 HP 9

Damage Bonus: +0

Education: M.A. in History from the University of Paris

Skills: Alchemy 14%, Anthropology 56%, Archaeology 60%, Moche Art 70%, Bargain 36%, Botany 18%, Cthulhu Mythos 51%, Dream Lore 61%, Fast Talk 40%, First Aid 39%, Geol-

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GUIDES CONTINUED

ALBERT LA TOUR

Skills: Bargain 37%, Carpentry/Woodcraft 55%, Climb 51%, Conceal 49%, Drive Automobile 25%, Fast Talk 56%, Hide 43%, Jump 30%, Law 8%, Listen 39%, Mechanical Repair 35%, Persuade 40%, Ride 31%, Sneak 51%, Spot Hidden 53%, Swim 35%, Throw 40%, Torture 78%

Languages: French 61%

Attacks:

Large Knife Attack 66%, 1D6+db damage (skinning knife)

Fist/Punch Attack 80%, 1D3+db damage

Grapple Attack 75%, special damage

EDWARD COLOMBE

Skills: Art: woodcarving 38%, Boating 60%, Guianan Botany 37%, Carpentry/Woodcraft 44%, Climb 77%, Conceal 58%, Dodge 56%, First Aid 33%, Hide 67%, Jump 50%, Listen 79%, Land Navigation 69%, Guianan Occult 15%, Sneak 70%, Spot Hidden 70%, Swim 54%, Throw 38%, Guianan Zoology 46%

Languages: French 60% (illiterate)

Attacks:

Sword Attack 45%, 1D6+2 damage (machete)

Fighting Knife Attack 53%, 1D4+2 damage (bush knife)

ACHMET FARIZ

Skills: Bargain 75%, Climb 49%, Conceal 40%, Dodge 46%, Fast Talk 78%, Hide 50%, Jump 31%, Law 11%, Listen 39%, Natural History 38%, Land Navigation 25%, Persuade 45%, Ride 63%, Sneak 45%, Spot Hidden 56%

Languages: Arabic 73%, French 62%

Attacks:

Rifle/Shotgun Attack 36%, damage depends on what is acquired

Large Knife Attack 78%, 1D6+db damage (commando knife)

PHILIPPE GAILLARD

Skills: Conceal 19%, Dodge 37%, Drink to Excess 95%, Drive Automobile 40%, Electrical Repair 21%, First Aid 40%, Hide 51%, Law 23%, Listen 31%, Land Navigation 26%, Persuade 30%, Ride 27%, Sneak 21%, Spot Hidden 42%, Swim 33%

Languages: French 77%, Portuguese 43%

Attacks:

Rifle/Shotgun Attack 40%, 2D6+4 damage (M1916 8mm bolt-action rifle)

Sword Attack 36%, 1D6+2+db damage (machete)

Fighting Knife Attack 44%, 1D4+2+db damage (large hunting knife)

Fist/Punch Attack 66%, 1D3+db damage

Kick Attack 40%, 1D6+db damage

"CLAUDE"

Skills: Art: woodcarving 44%, Art: play flute 39%, Boating 71%, Guianan Botany 38%, Carpentry/Woodcraft 47%, Climb 80%, Conceal 66%, Dodge 43%, Fishing 51%, Hide 74%, Jump 55%, Listen 85%, Land Navigation 75%, Leatherworking 50%, Guianan Occult 25%, Sneak 70%, Spot Hidden 70%, Swim 66%, Throw 45%, Guianan Zoology 55%

Languages: Native Tongue 88%, French 19% (illiterate)

Attacks:

Bow Attack 43%, 1D8 damage (short bow)

Large Knife Attack 65%, 1D6 damage (skinning knife)

JOHN MUTLEY

Skills: Accounting 15%, Anthropology 6%, Bargain 44%, Boating 66%, Botany 8%, Carpentry/Woodcraft 41%, Climb 55%, Conceal 43%, Drive Automobile 26%, Electrical Repair 21%, Fast Talk 45%, First Aid 46%, Hide 20%, History 25%, Jump 31%, Law 9%, Listen 39%, Land Navigation 19%, Sea Navigation 27%, Pilot Motorboat 31%, Ride 25%, Sneak 26%, Spot Hidden 43%, Swim 70%, Throw 41%

Languages: English 77%, French 60%

Attacks:

Handgun Attack 40%, 1D10+2 damage (.455 revolver)

Rifle/Shotgun Attack 33%, 2D6+4 damage (.303 bolt-action rifle)

Large Knife Attack 41%, 1D6+db damage (commando knife)

Fist/Punch Attack 61%, 1D3+db damage

Natives

These are generic native warriors in the back country of French Guiana. They do not reflect any one tribal group.

	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10
STR	10	14	12	9	12	14	15	12	12	11
DEX	13	12	14	11	9	13	9	14	15	12
INT	12	9	10	15	14	12	9	11	14	13
CON	14	15	13	15	16	12	13	11	14	14
APP	10	7	12	9	10	8	13	11	7	15
POW	9	13	11	16	8	14	13	12	11	10
SIZ	10	11	8	10	12	9	9	10	8	9
EDU	5	4	3	4	6	5	7	3	4	5
SAN	44	56	50	67	41	55	65	51	48	54
Luck	45	65	55	80	40	70	65	60	55	50
HP	12	13	11	13	14	11	11	11	11	12
DB	+0	+1D4	+0	+0	+0	+0	+0	+0	+0	+0
Age	21	22	17	18	25	16	31	19	22	20

Skills Common to All: Guianan Biology 35%, Boating 40%, Carpentry/Woodcraft 40%, Climb 65%, Conceal 50%, Hide 65%, Jump 40%, Listen 55%, Land Navigation 60%, Native Occult 35%, Sneak 60%, Spot Hidden 60%, Swim 50%, Throw 40%
Languages: Native Tongue 65% (spoken only)
Attacks Common to All:

Spear Attack 50%, 1D6+db damage (spear)
Large Knife Attack 50%, 1D6+db damage (skinning knife)
Thrown Spear Attack 40%, 1D6 damage (spear)
Bow Attack 50%, 1D8 damage (short bow); this applies to #1, #4, and #9 only and these men carry no spears

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ogy 17%, History 80%, Law 16%, Library Use 78%, Listen 20%, Natural History 26%, Land Navigation 25%, Necromancy 80%, Occult 81%, Persuade 77%, Pharmacy 20%, Psychology 60%, Ride 25%, Spot Hidden 36%
Languages: English 90%, French 100%, German 69%, Latin 40%, Portuguese 85%, Spanish 84%
Attacks: none above base skill
Spells: Black Binding, Call/Dismiss Mordiggian, Call/Dismiss Nyogtha, Call/Dismiss Shub-Niggurath, Cleansing Rites, Contact Chthonian, Contact Flying Polyp, Contact Lesser Ghoul, Contact Greater Ghoul, Create Zombie, Dissolve Skeleton, Elder Sign, Enchant Knife, Flesh Ward, Great Feast, Implant Fear, Living Death, Grave Rot, Melding Ritual, Mindblast, Nightmare, Raise Corpses, Shrivelling, Summon/Bind Dimensional Shambler, Summon/Bind Nightgaunt, Voorish Sign, Worms, Wrack, plus any others the Keeper chooses to add

Gaston Perigord

hu-ghoul and member of the High Council, age 39
Described: p. 24
Nationality: French
STR 12 DEX 12 INT 15 CON 14 APP 8 POW 20
SIZ 12 EDU 18 SAN 0 Luck 100 HP 13
Damage Bonus: +0
Education: tutoring
Armor: none
SAN loss: 0/0
Skills: Alchemy 9%, Biology 12%, Climb 65%, Cthulhu Mythos 30%, Dream Lore 49%, Geology 8%, Hide 75%, History 27%, Jump 74%, Listen 80%, Necromancy 44%, Occult 40%, Persuade 30%, Sneak 76%, Spot Hidden 56%, Throw 41%
Languages: French 94%, German 60%, Ghoulish 77%, Portuguese 85%, Spanish 88%
Attacks:

Fist/Punch Attack 60%; 1D3 damage
Fighting Knife Attack 54%; 1D4+2 damage (large, bronze dagger)

Spells: Black Binding, Call/Dismiss Mordiggian, Cleansing Rites, Contact Flying Polyp, Contact Lesser Ghoul, Contact Greater Ghoul, Create Zombie, Dissolve Skeleton, Elder Sign, Enchant Knife, Flesh Ward, Grave Rot, Great Feast, Implant Fear, Living Death, Melding Ritual, Raise Corpses, Shrivelling, Summon/Bind Dimensional Shambler, Summon/Bind Nightgaunt, Voorish Sign, Wrack, plus any others the Keeper chooses to add

Gedrick

greater ghoul and member of the High Council, age 555
Described: p. 24
STR 21 DEX 16 INT 18 CON 18 POW21 SIZ 14
Luck 105 HP 16
Damage Bonus: +1D6
Move: 15
SAN loss: 0/1D6

CULTISTS

Here are ten sample cultists for use in this scenario. The Keeper is encouraged to generate more if needed or to just reuse these.

	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10
Nationality	French	French	Brazilian	French	American	Guyanese	French	Belgian	French	French
STR	13	12	15	12	11	14	9	14	13	11
DEX	8	14	12	13	10	11	13	17	9	12
INT	13	12	12	9	12	16	14	13	11	10
CON	12	13	16	12	15	13	13	14	12	15
APP	12	9	15	14	10	10	11	8	14	9
POW	13	8	10	11	12	10	8	14	13	15
SIZ	12	13	11	12	14	15	10	11	13	9
EDU	13	12	14	12	11	14	12	15	13	7
SAN	0	0	0	0	0	0	0	0	0	0
Luck	65	40	50	55	60	50	40	70	65	75
HP	12	13	14	12	15	14	12	13	13	12
DB	+1D4	+1D4	+1D4	+0	+1D4	+1D4	+0	+1D4	+1D4	+0
Age	31	34	25	21	23	28	24	26	22	20

Skills Common to All: skills vary depending on the profession or background of the cultist in question; Keeper should choose what skills seem appropriate (some amount of skill in Boating, Cthulhu Mythos, First Aid, Hide, Listen, Land Navigation, Occult, Sneak, Spot Hidden, and Swim will be had by all due to their experience here in French Guiana)

Languages:

French EDUx5% (all cult members based in French Guiana)
English EDUx5%, Cultists #4, #5, and #9
German EDUx5%, Cultist #1
Portuguese EDUx5%, Cultists #2 and #3
Spanish EDUx5%, Cultists #3, #10, and #8

Attacks Common to All:

Rifle/Shotgun Attack 35%, 2D6+4 damage (M1916 8mm bolt-action rifle)
(Most cultists at the Garibaldi camp use M1891 6.5mm bolt-action rifles which do 2D6+3 damage)
Sword Attack 40%, 1D6+2+db damage (machete, but these are not commonly carried)
Fighting Knife Attack 45%, 1D4+2+db damage (hunting knife, bush knife, or bowie knife)

Armor: firearms and projectiles do half damage (round up fractions)

Skills: Alchemy 50%, Climb 86%, Cthulhu Mythos 75%, Dig and Burrow 95%, Dodge 57%, Dream Lore 74%, Hide 66%, Jump 73%, Listen 88%, Land Navigation 56%, Necromancy 95%, Occult 45%, Pharmacy 40%, Scent Decay 77%, Sneak 70%, Spot Hidden 60%, Track 50%

Languages: English 56%, French 78%, German 49%, Ghoulish 95%, Old French 73%, Portuguese 75%, Spanish 75%

Attacks:

Claw Attack 54%; 1D6+1+db damage
Bite Attack 40%; 1D6 + automatic worry

Ghoul Attacks: A ghoul may attack with both of its claws as well as with its bite in a single combat round (for a total of three attack rolls). If the bite strikes successfully, it will hang on to the victim with its fangs. In subsequent rounds, it will automatically "worry" the victim with its fangs, doing 1D4 hit points damage each round. Claws are not used at this time. A successful STR versus STR contest on the Resistance Table will dislodge the ghoul's grapple, as will the death of the creature.

Spells: Black Binding, Call/Dismiss Mordiggian, Cleansing Rites, Consume Likeness, Contact Chthonian, Contact Flying Polyp, Contact Lesser Ghoul, Contact Greater Ghoul, Contact Tsathogghua, Create Zombie, Deflect Harm, Devolution, Dissolve Skeleton, Elder Sign, Enchant Knife, Explode Heart, Find Gate, Fist of Yog-Sothoth, Flesh Ward, Grave Rot, Gray Binding, Great Feast, Implant Fear, Melding Ritual, Mindblast, Raise Corpses, Shrivelling, Summon/Bind Dimensional Shambler, Summon/Bind Nightgaunt, Voorish Sign, Worms, Wrack, plus any others the Keeper chooses to add

ABRAHAM FENNELL
charter pilot, age 54
Described: p. 188
Nationality: Irish
STR 15 DEX 15 INT 14 CON 15 APP 8 POW 12
SIZ 14 EDU 14 SAN 55 Luck 60 HP 15

Damage Bonus: +1D4

Education: high school

Skills: Accounting 21%, Astronomy 3%, Bargain 56%, Carpentry/Woodcraft 55%, Climb 46%, Dodge 40%, Drive Automo-

LESSER GHOULS

Here are ten lesser ghouls that can be used and reused as the Keeper sees fit. They may be found at the Garibaldi Camp, the cult temple, and anywhere else the Keeper sees a need for them. More information on lesser ghouls is found on p. 10.

	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10
STR	18	17	21	15	17	14	16	16	19	16
DEX	14	12	16	14	12	15	13	13	17	13
INT	15	12	9	13	12	14	11	15	14	13
CON	18	15	17	15	13	14	15	13	12	15
POW	12	11	14	13	16	15	12	13	12	13
SIZ	16	16	18	12	13	14	12	11	15	14
Luck	60	55	70	65	80	75	60	65	60	65
HP	17	16	18	14	13	14	14	12	14	15
DB	+1D6	+1D6	+1D6	+1D4	+1D4	+1D4	+1D4	+1D4	+1D6	+1D4

Skills Common to All: Burrow 75%, Climb 85%, Hide 60%, Jump 75%, Listen 70%, Scent Decay 65%, Sneak 80%, Spot Hidden 50%

Languages: French 40% (spoken only), Ghoulish 80%

Attacks Common to All:

Claw Attack 35%, 1D6+db damage

Bite Attack 35%, 1D6+automatic worry

Note Concerning Attacks: A ghoul may attack with both its claws as well as with a bite in a single round. If the bite hits, it hangs on in subsequent rounds. During these rounds, it forgoes use of the claws but automatically does 1D4 damage. Only a successful STR versus STR contest on the Resistance Table will dislodge the ghoul.

Spells: #1 and #8 each have Contact Lesser Ghoul

Move: 9

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bile 36%, Electrical Repair 68%, Fast Talk 47%, First Aid 35%, Hide 42%, Jump 27%, Law 15%, Listen 40%, Mechanical Repair 80%, Metalworking 66%, Sea/Air Navigation 66%, Occult 8%, Persuade 21%, Pilot Aircraft 64%, Psychology 25%, Sneak 16%, Spot Hidden 48%, Swim 35%, Throw 30%

Languages: English 86%, Dutch 4%, French 79%, Gaelic 25%, Spanish 45%

Attacks:

Handgun Attack 39%; 1D10 damage (.38 revolver)

Rifle Attack 32%; 1D6+1 damage (.22 bolt-action varmint rifle)

Fist/Punch Attack 63%; 1D3+db damage

Notes: this is an optional NPC only, for use if the investigators hire a plane to scout out the temple site

ROGER CANE

Fennell's co-pilot, age 47

Described: p. 188

Nationality: English

STR 13 DEX 14 INT 15 CON 14 APP 14 POW 13
SIZ 14 EDU 15 SAN 59 Luck 65 HP 14

Damage Bonus: +1D4

Education: B.A. in history from the University of London, military training

Skills: Astronomy 5%, Bargain 20%, Climb 45%, Drive Automobile 27%, Electrical Repair 39%, First Aid 40%, Hide 50%, History 37%, Jump 71%, Law 19%, Library Use 40%, Listen 33%, Mechanical Repair 38%, Sea/Air Navigation 79%, Parachuting 71%, Persuade 29%, Pilot Aircraft 80%, Psychology 17%, Ride 26%, Sneak 20%, Spot Hidden 66%, Swim 45%, Throw 34%

Languages: English 88%, French 60%, Spanish 64%

Attacks:

Handgun Attack 38%; 1D10 damage (.38 revolver)

Rifle Attack 30%; damage dependant on what he acquires (he does not own a rifle)

Notes: this is an optional NPC only, for use if the investigators hire a plane to scout out the temple site

CHAPTER FOUR ADDENDUM

Rites and Ceremonies

This section provides four sample rituals that the Keeper can employ at the cult's main compound in French Guiana. These are for optional use only. The only way that they might be observed is when investigators place the temple complex under surveillance from some concealed vantage point. Prolonged observation might allow them to witness some of the cult's religious activities. One ritual not described here, the Melding Ritual, is detailed on p. 173; it is the ritual that Morton Hadley is to undergo should he survive to reach the cult stronghold.

The Cleansing Rites

An acolyte who is to be initiated into the priesthood must first undergo the Rites of Cleansing. These are meant to purify one's body and clear the mind in preparation for new knowledge.

Lasting one full week, this ritual is very much the opposite of fasting. The acolyte is positioned atop the pyramid. During the day, he or she remains inside the small rooftop temple. At night, the acolyte sits out in the open. Every few hours food is taken to him or her. This consists of rather ripe and aromatic human remains and this sustenance is provided in ample quantities. No other form of nourishment is provided; if the acolyte consumes anything else (other than water) the effect of the ritual is negated.

In addition to the macabre feeding schedule, the acolyte is "blessed" every night at midnight. This totals seven "blessings" which involve the acolyte being anointed with human blood by a priest. During this procedure, the priest chants for five minutes and expends two magic points. The priest also loses one SAN each time. The blood instantly dries and when it is wiped or brushed off, faint reddish stains remain on the subject's skin.

At midnight on the final night, the priest repeats the blessing for a final time, but the chants vary substantially and last for a full hour. The acolyte expends eight magic points and one point of POW (permanent loss). 1D6 SAN is also lost. At the end, the acolyte must attempt a POWx5 roll. This is modified by his or her current SAN rating. If the SAN rating is zero, there is no modification. Otherwise, the percentage chance of success is reduced by one percentage point for each SAN point the subject possesses. For example, Edmond Redgrave has a POW rating of 15 and a SAN rating of 32. His POW gives him a 75% chance of success. However, this is reduced by 32 because of his SAN so his actual chance of success is 43%.

Success means the acolyte graduates and becomes a priest. The reddish stains mentioned previously fade and vanish after about a month. The fact that the stains remain on the skin after the rite means that the acolyte is acceptable and can be allowed into the inner circle of priests.

Failure means that the acolyte is deemed unworthy by Mordiggian. The reddish stains vanish instantly and never reappear. SAN loss of 1D20/1D100 is immediately inflicted on the recipient. The recipient/victim must roll on the Resistance Table, pitting his or her POW versus the priest's POW. Failure means that the acolyte suffers from the effects of Grave Rot (described in the next section). The cult will not tolerate an acolyte who has been rejected by Mordiggian; such people are usually killed instantly or are incarcerated to allow the effects of Grave Rot to take their toll.

Grave Rot

This is a dreadful curse the cult infrequently applies to members who have betrayed them (Jason Kendall of the Greenfield cult is a likely candidate) or who are gross failures. It can be cast on its own or can, rarely, be a by-product of a larger ritual (such as the Cleansing Rite, see above).

Being a ritual, it forces the target to be immobile (preferably strapped down or restrained) and essentially in the clutches of the caster. It is not something idly employed on a city street. It must be performed at night. The caster then takes a prepared mixture of human remains (including body fat, feces, blood, brain tissue, stomach acid, and other unwholesome materials) and smears at least one pint of the foul stuff on the victim's bare skin while chanting. This takes five minutes, during which the caster expends nine magic points.

Preparing the disgusting mixture mentioned above must be done beforehand. All of the ingredients can be obtained from a single human corpse, though bits of several bodies can be used if more convenient. Actually mixing together the ingredients takes ten minutes (longer if a large batch is being made) and the caster must expend one magic point per pint made. The final result is a foul-smelling, thick stew that must be kept in a sealed jar or bottle in order to remain potent.

To determine if the spell succeeds, the victim must roll on the Resistance Table, pitting his or her POW versus that of the caster. The spell has no effect if the resistance roll succeeds. If it fails, the victim begins to slowly die of what is called "Grave Rot."

This gruesome and irreversible process takes one week per POW point the victim possesses. It begins with an irritating rash that spreads over the span of days to all parts of the body. Next, open sores and tumors erupt from the skin. The body begins to give off an unpleasant and, later, an appalling odor resembling that of a rotting cadaver. As it reaches advanced stages, teeth, fingernails, and hair begin to fall out. Pus oozes from lesions and the victim is in constant pain which cannot be alleviated by even the strongest of drugs. In its final stages, skin begins to slough off, exposing putrescent flesh beneath.

The end result is death. The victim dies after a number of weeks equal to his or her POW have passed. During this time, the victim's APP rating gradually declines to 1 and 2D4 CON are also lost. However, the spell will not reduce CON below 1.

SAN loss for casting this spell is 1D6. Preparing the mixture causes another 1D6 SAN loss and seeing the end result of the rite causes a further 1D8 SAN loss. The recipient loses 1D6 SAN per week that he or she suffers from the spell. In the second-to-last week, 1D8 SAN is lost and in the final week, 1D10 SAN is lost. Those seeing the unfortunate human wreck shortly before his or her demise lose 1/1D6 SAN.

Kind Keepers might allow some sort of counter to this spell. A kind of "remove curse" is provided nowhere in the bounds of this campaign, but could presumably be placed here by the Keeper.

The Great Feast

This semi-annual ritual occurs on the nights of the summer solstice and winter solstice. Any number of cultists might participate; in the cult's French Guiana stronghold, as many as two hundred could attend.

Beginning at dusk, cadavers are assembled. For every ten participants, one adult-sized human corpse is required. They do not have to be fresh; in fact, many may have been permitted to ripen for weeks. (To facilitate this, the French Guiana cultists collect their own dead and supplement this with a few kidnapped prospectors and others hauled in from the outside.)

The Great Feast is just that, a cannibalistic repast in which all must partake in ample amounts of the unholy food. No other form of food is served except for, perhaps, water. While the participants gorge themselves on the hideous fodder, the presiding priests (in French Guiana, this would be the three members of the High Council) chant and call up dark magicks. A strange and unnatural mist coalesces around and among the feasters. One magic point is drained from each participant (except the priests) and can be accessed by the priests for use anytime during the banquet. The priests must use this magic before the rites end at midnight or the magic points are lost.

If the priests have no specific use for the magic points, the points are intentionally allowed to drain away unused as a kind of sacrificial offering to Mordiggian. Otherwise, they can be used for spells that normally require a large number of magic points or can be used in lieu of the priests' own magic points, thereby saving theirs for use later in the evening. Very often, the priests conduct further private rituals after the Great Feast, making the days of the Great Feast very special indeed for the cult.

Living Death

This is a hideous variant of the Black Binding spell (see p. 149 of the fifth edition *Call of Cthulhu* rules). Black Binding is a spell that allows one to create a zombie. In it, a ritual liquid is poured over a corpse or into a grave. After a week, the caster returns, intones the spell, expends some magic points, and the corpse comes to life as a zombie.

Living Death's purpose is similar. A ritual liquid composed of human body fat, feces, stomach acid, urine, and other unsavory ingredients is prepared (all ingredients may be obtained from a single human cadaver). When a pint of this unwholesome concoction is poured onto a living victim, he or she has been primed and can at any time be subjected to the second stage of the ritual. If the liquid is actually imbibed, the victim's POW is reduced by fifty percent for the purposes of resisting the effects of the spell. However, to not spontaneously vomit up the foul concoction before it can take effect requires one to succeed in a CONx4 roll. (The victim does not have to drink the liquid to be susceptible; it just makes the victim more vulnerable.)

The second stage occurs when the caster intones the spell. This requires thirty minutes of chanting and must occur at night. The victim must be in close proximity (within twenty feet) to and in sight (meaning he or she is probably restrained) of the caster. The caster then sacrifices twenty magic points and loses 1D8 SAN. A POW versus POW contest is made on the Resistance Table. If the victim wins, there is no effect and he or she is no longer "primed." If the victim loses, he or she enters a terrible unlife.

Death immediately occurs, but the victim remains "alive" as a zombie. His/her body gradually decays and soon, the usual assortment of maggots, flies, and other vermin begin to be attracted. The victim has free will; this does not create a zombie under the caster's control. Rather, it is a kind of horrible death-curse, much in the tradition of Grave Rot (described earlier in this section). In colder climes, the effects of rotting may be reduced, but in warmer (especially tropical) climates, the natural decay may be accelerated. Once a substantial amount of flesh has rotted away (Keeper's discretion), the zombie dies.

When a victim becomes a zombie, his or her statistics are altered as follows:

STR	x1.25
DEX	x0.75
INT	x1.00
CON	x1.50
APP	-1 per week (but this is variable–see below)
POW	x1.00
SIZ	x1.00
EDU	x1.00

The victim's knowledge and mental faculties are not altered in any way. STR and CON do increase a bit, but DEX and APP suffer. The latter drops at the rate of one point per week on average, but this is a very general estimate. In cold climates where decomposition is slowed, this might be reduced quite a bit, perhaps to as little as one point per month at a location above the Arctic Circle. In a warm, moist environment, such as the tropical rain forests of the Brazilian interior, this degradation might accelerate to as much as 1D3 points per week. The Keeper can rule that once APP reaches 0, the zombie dies. Otherwise, it should not go below 1 and the Keeper can judge when the zombie actually succumbs to natural decay.

Anyone subjected to this spell loses one point of SAN when it first takes effect. Once the victim realizes he/she has no heartbeat and is no longer alive, 1/1D10 SAN is lost. Once decomposition sets in and becomes evident, another 1/1D10 SAN is lost. For each point of APP lost, 1/1D4 SAN is lost. When the victim's APP reaches 3, each APP point lost thereafter causes a loss of 1/1D6 SAN. Aside from the possibility of insanity, the victim can potentially operate as normal with the obvious societal limitations caused by the rank odor and appalling appearance.

CHAPTER FOUR ADDENDUM

Aerial Operations

If the Keeper is interested in maintaining a more realistic tone in this campaign, this option should *not* be used. The simple reason is that aircraft were rare in Cayenne in 1940 and acquiring one for a flight deep inland is not particularly plausible in most instances. Further, use of an aircraft will very likely backfire and serve the cult, not the investigators. This is explained in further detail below.

However, there are some potentially good reasons for exploiting this option. The investigators might be loathe to struggle into a dark and forbidding wilderness without concrete proof of a tangible objective. Others might simply want to enhance the experience with some aerial adventuring and still others might perhaps hope to parachute in to at least spare themselves the strains of hiking through the jungle.

The Keeper can permit up to three general sources for aircraft in Cayenne. These are Pan American Airways, the French government, and civilian flyers.

Pan American Airways

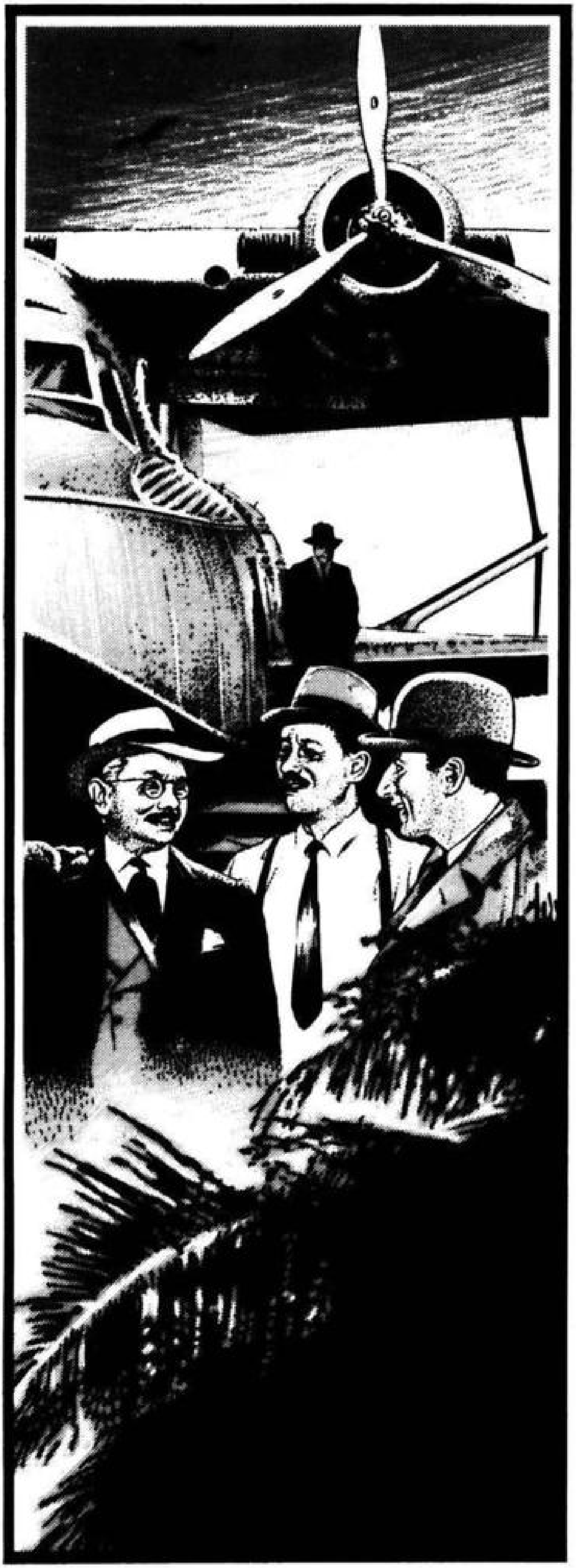
As stated earlier, Pan American makes weekly flights to Cayenne. Their flying boat is a large passenger craft and cannot be purchased or rented at any price. Unless the investigators hijack or steal it, they are not likely to acquire this aircraft.

The French Navy

The Keeper may rule that the French Navy maintains a single flying boat in Cayenne for air-sea rescue and maritime patrol. When not actually in use, the aircraft is moored near Cayenne's seaplane ramp. A single uniformed soldier armed with an 8mm bolt-action rifle is always on guard duty nearby to ensure some crazed former convict doesn't try to steal the aircraft. So far, no one has ever tried so the guard is very lax.

The investigators could potentially try to steal this aircraft. Whereas the Pan American flying boat almost always has lots of people around it, the Navy's aircraft sees little attention. If an investigator has Pilot Aircraft skill of 25% or more, he or she can operate this plane. It is well-maintained and is kept fully fueled. Overcoming the guard should be easy if he is outnumbered and/or threatened with a firearm. Alternately, swimmers could reach the aircraft without the guard even noticing. They can then board the plane, start the engines, and take off with little interference. The guard might fire a few times at the plane, but only a very lucky shot would hit a vital area or harm a passenger.

The aircraft is an obsolete Breguet 521 naval reconnaissance flying boat. This is a three-engined, biplane, central-hull seaplane that normally has a crew of eight. Its range is 1,305 miles and its maximum speed is 151 miles per hour. Armament consists of five machine guns, but for security reasons, these are removed when the aircraft is not actually in use. The 521 can also carry 660 pounds of ordnance on underwing racks, but the aircraft is never armed unless sent on a maritime patrol mission (whereupon it usually carries depth charges). Despite its obsolete design, this aircraft is known to be sturdy and strong. Only thirty were built, beginning in 1935, and by 1940 only a relative handful still remained in service.



Cult scrutiny.

If the aircraft is stolen, it has sufficient range to allow the investigators to locate the cult stronghold and pinpoint it on a map. The consequences of an overflight are described later in this section. If the investigators are actually caught trying to steal the aircraft or are later brought to justice, they are in extreme legal trouble and are absolutely guaranteed to receive deluxe accommodations in the swampiest part of Devil's Island.

A Civilian Aircraft

Hiring a civilian aircraft is a far better and far safer option. If the Keeper permits this, one civilian charter seaplane is available in Cayenne.

Owned and operated by a crusty Irish flyer named Abraham Fennell, the aircraft is a battered, but serviceable, ex-Royal Navy Saro A.27 London Mk. II seaplane. The Royal Navy used this aircraft for maritime reconnaissance, but it was sold as surplus to Fennell in British Guiana in 1939. Fennell devoted much time and funds to restore the aircraft to flying condition (it was worn out when he purchased it) and converted it to a cargo transport. He now makes money flying loads all over the Caribbean and has lately been able to exploit French Guiana's geographic isolation and vulnerability to wartime privations. It's a good living for a man who loves to fly.

Fennell's co-pilot and close personal friend is Roger Cane, an ex-Royal Air Force transport pilot who retired from military service in 1938. Both men are given statistics in the NPC section.

If approached by the investigators, Fennell will be happy to fly them inland. His terms are that they pay fifty dollars in advance to cover his time and costs. If they require anything other than simple reconnaissance (such as parachute drops, cargo transportation, *etc.*), his price may increase substantially (Keeper's discretion, but it probably shouldn't exceed two hundred dollars). In any encounter, Fennell appears to be a brusque and moody man in his fifties, but he is otherwise agreeable and can probably be convinced to do anything reasonable as long as he is paid adequately. Note, however, that he will not permit his aircraft to become an impromptu bombing platform, though he will not necessarily ban passengers from bringing small arms aboard.

The Saro A.27 London Mk. II is a twin-engine, biplane, central-hull, seaplane with a range of 1,100 miles and a maximum speed of 155 miles per hour. Fennell has demilitarized the aircraft so that it no longer has bomb racks and gun positions. Ammunition storage and other purely military features have been removed and the interior has been modified to admit the maximum amount of cargo possible. Originally, the aircraft had a crew of six, but it now has seating for only three. In place of the dorsal machine gun position, Fennell has placed a large cargo hatch. When open, it allows bulkier cargo to be lowered into the aircraft (presumably via block and tackle or by sheer use of manpower). The aircraft is painted a uniform gray, but the fuselage and wings are weatherbeaten and stained. Though not particularly pretty, this seaplane is airworthy and safe to operate.

Stealing Fennell's plane is every bit as easy as stealing the French Navy seaplane. Both should be moored in close proximity, but the guard at the dock will not stop anyone from going to Fennell's plane as long as they appear reasonably normal. His job, after all, is to guard government property, not that of a civilian (and a foreigner to boot). This is actually an oversight on the part of the officers in charge. The guard really should be protecting *both* aircraft since they can be a means of escape for convicts.

Locating the Cult Stronghold

Assuming the investigators have suitable maps or clues as to the general location of the cult base, the investigators should be able to locate it as long as they have with them a competent navigator (one qualified in Sea/Air Navigation). If they hired Fennell's seaplane, Fennell and Cane can navigate quite well and should, barring numerous failed skill rolls, get the investigators over the secret stronghold. If the investigators stole an aircraft, someone must have Sea/Air Navigation of at least 25% in order to have any reasonable chance of finding the target. Otherwise, they are wasting their time.

The Keeper can demand three navigation rolls from the investigator. If he or she succeeds in at least two, the cult stronghold is discovered. Otherwise, it remains unseen though a second flight may be attempted.

Note that this covers navigation only. Observers must be watching for evidence of the stronghold during the flight. It is actually easy to spot, but distance and haze still requires at least one person to succeed in a routine Spot Hidden roll in order to see it. Use of binoculars increases the observer's skill rating by fifty percent of his or her skill (meaning that if the observer has a skill rating of 40%, his skill increases to 60%, *not* 90%).

Consequences of an Overflight

While on the surface, the investigators might be thrilled that they have found the stronghold so easily through the use of technology, this is actually a *big* mistake. An overflight of the site is unheard-of and will come as an monumental surprise and shock to the cult. Though it is something they know might happen someday, it is not something they believed would occur anytime soon. In fact, they have underestimated the progress of technology and have not even considered what effect the war might have on aviation.

Any aircraft flying over the site will automatically be detected. Since it will be operating at an altitude of three to six thousand feet, it is both seen and heard. The cult begins first by beefing up internal defenses. More guards are posted and additional supplies are stockpiled. They have no reasonable means of shooting down an aircraft so will not even attempt it.

Keeper's note: if you're running a very over-the-top campaign, you're welcome to give one of the High Council members something rude like Summon/Bind Hunting Horror so that a flying beastie can go after the plane. However, it's not something the cult would ordinarily have or do and would probably be a gratuitous hose job on the investigators aboard the craft.

The cult will assume that any aircraft coming within sight of the pyramid will have seen it, though this is not necessarily the case if the crew of the plane was not observant. In the hope that they can silence these witnesses, assassins will immediately be sent to Cayenne, the presumed source of the flight. Fortunately for the investigators, it will take many days for the assassins to arrive there.

These cultists will begin to discreetly inquire around Cayenne about aircraft. If the aircraft came close enough to the pyramid, the cultists may even have a good description of it and may even have its registration number. This would presumably spell doom for Fennell, for if it was his aircraft that was used, he and Cane would be targeted for capture, interrogation, and death. The investigators' role in this might come out either because they are known to associate with Fennell or because Fennell tells the cultists (probably under torture) of them. The investigators would then be targeted.

The Keeper should feel free to assemble an appropriate hit squad from among the NPC humans and ghouls provided at the end of *When Darkness Falls* or other scenarios in this book. Because the cult feels desperate, they might resort to more extreme and dangerous tactics and might therefore be more prone to errors.

Conversely, if the investigators stole an aircraft and got away with the crime, the cult hit squad may have little to go on. When the report of this gets back to the High Council, it would be their turn to howl in frustration since they might have little idea of who now knows of them (unless Hadley or some representative from Greenfield somehow manages to tell them of the investigators).

Parachuting In

Though this is unlikely, if investigators know how to parachute, they could potentially take advantage of this. A group that parachutes into the wilderness can eliminate all of the hazards and strains of a prolonged trek through

Parachuting, an optional skill

Though this skill has no specific place in this campaign, if a player happens to give it to his investigator (presumably by coincidence), it could come into play. Though acquiring a parachute in Cayenne is not possible, bringing one in from the States is. In such a case, it is probably part of well-planned advance preparations where the group already knows they are going to employ an aircraft rather than hike into the wilderness.

Parachuting (base 00%)

This is the ability to properly put on and employ a parachute (in the context of *The Realm of Shadows*, this means the standard military chute and doesn't apply to more modern, post-World War II parawings and sporting chutes). This includes both military-style chutes and sporting chutes. It does not include military ejection seats, though qualified military pilots should automatically know how to eject from a plane (however, once the ejection seat has fired, Parachuting skill is still needed in order to have control over the descent and make a safe landing).

When jumping from a perfectly good plane, three Parachuting rolls are required. The first is related to exiting the aircraft. If the roll is failed, a minor problem occurs; if it fumbles, the chute is deployed too soon and it gets tangled in the aircraft. If the problem is minor, a second successful Parachuting roll can rectify it. Note that if a static line is used to deploy the chute (a line attached to a cable inside the aircraft; this is usually what paratroopers use), this first skill roll is at double or triple the chance of success (Keeper's discretion).

The second Parachuting roll controls the descent. It allows the subject to have general control over where he or she lands. Parawings and many sporting chutes permit one to have substantial directional control. Classic military chutes have very limited maneuverability and also descend much more rapidly. A failure here means a minor problem arises (tangled lines, a poorly deployed chute, *etc.*) which can be rectified by a second successful roll. A fumbled roll means the problem is catastrophic. Either the chute does not deploy or is hopelessly tangled. The only way out of this is to deploy the reserve chute (if there is one) which requires another successful skill roll.

The third and final roll covers the landing. A failure means the individual takes 1D6 damage and may suffer from a relatively minor, but aggravating injury (bad bruising, twisted ankle, *etc.*). However, a successful Jump roll at this point alleviates 1D6 damage and negates the irritating injury. If either the third Parachuting roll or the Jump roll is fumbled, 2D6 damage is suffered and the victim gets to enjoy a severe injury: broken leg or ankle, fractured spine, concussion, whiplash, *etc.*

some of the world's most forbidding and uncomfortable terrain and climate. However, due to trees and thick vegetation, parachuting into this region is far more hazardous than most would want to contemplate. The Keeper should apply negative modifiers to Parachuting skill rolls (reduce them by a quarter or even by half) to account for this. However, the investigators should be made aware of this danger. If they persist in this, then they should be prepared to suffer the consequences.

Successfully parachuting in means that the group is fresh and rested and is presumably within a short march (a day or two) of the cult stronghold. A failed operation means that some of the group is injured or killed and injured members may become a great hindrance to their objective. Hauling around a comrade who has perhaps broken a leg is extremely difficult in this climate and topography. Those assisting him would be greatly slowed and might overly exert themselves, causing them to succumb to heat or exhaustion.

Finally, the investigators might unwisely decide to parachute directly into the cult's compound. If they do, they will be spotted as they exit the noisy aircraft. As they descend, guards might fire on them (Keeper's discretion) and many cultists will move to arm themselves. By the time they hit the ground, many guards will have taken careful aim and if they make any false moves, their initial shots should be made with a bonus to hit (perhaps an additional 10% or 20%). In all likelihood, any idiots parachuting directly into the compound should be either killed or captured. A kind Keeper might give them a sporting chance at escape if they jumped at night, but that's a long shot at best.

Supply Drops

Some groups might want supplies dropped to them by aircraft (presumably arranged with Abraham Fennell). Unfortunately, this cannot happen. Fennell would be happy to perform this service, but there are no cargo parachutes available anywhere in the colony. Unless the investigators bring such chutes with them, this is not possible.

If this can somehow be reasonably arranged, it can do much to make the trek into the wilderness safer and more comfortable. To determine if a supply drop succeeds, Fennell (or whatever pilot is flying) must succeed in a Sea/Air Navigation roll. Failure means that he has not located the drop point (which might be a pre-determined point on a map or might be the pilot trying to spot a signal on the ground). Success means that the supplies are dropped to the group. A fumble means that the supplies are dropped in the completely wrong location and the pilot is unaware of the error.

Once supplies are shoved out of the aircraft, a group Luck roll must be attempted. Success means that most supplies land intact and in an accessible location. Failure means that some are destroyed on landing or land in inaccessible places (where they either can't be reached at all or are unusually dangerous to get to). A fumbled roll means that the entire drop is lost, either because the chutes didn't open or because they landed in a river or bog or whatever.

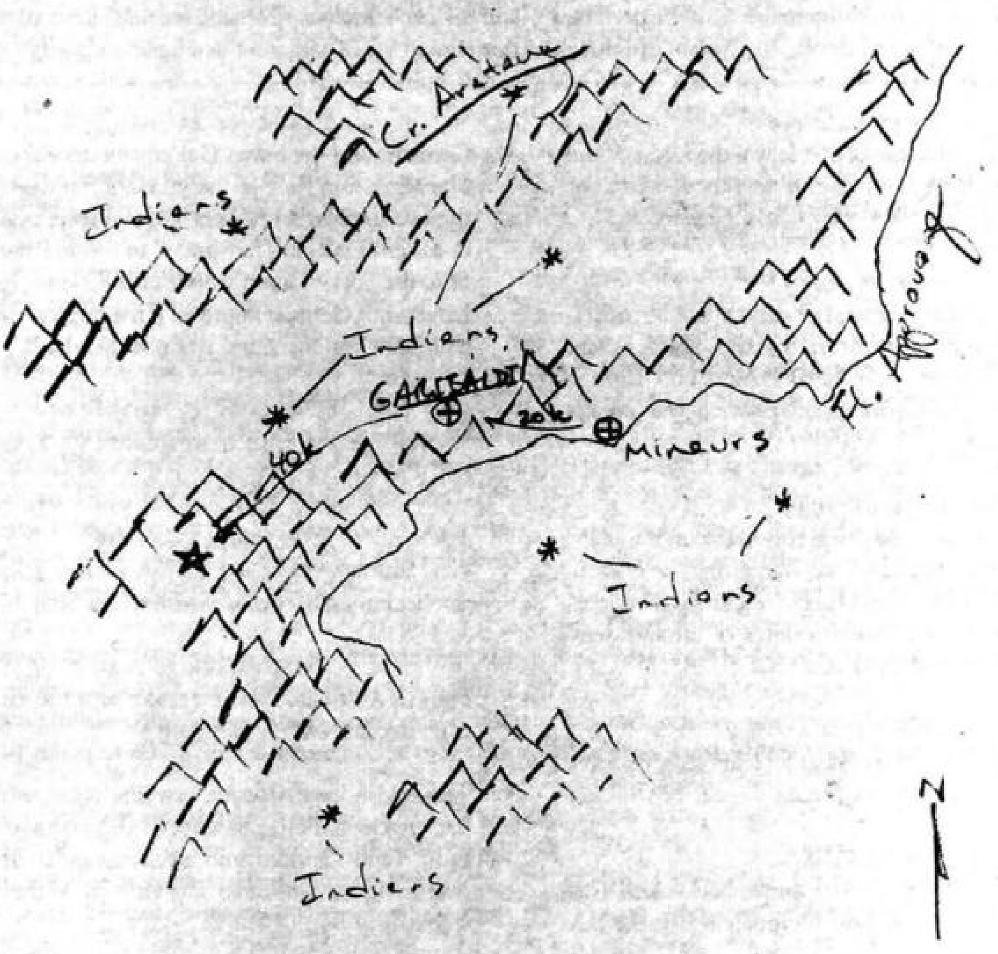
Shortening the Trip

Unfortunately, there are no rivers or lakes near the cult hideout that can serve as landing areas for seaplanes. If the investigators wish to use a seaplane to shorten their trek into the wilderness, they can do so. All this means is that they land on the river south of the Comté mining camp and disembark there. This is quicker than using boats (which is what the scenario generally assumes) and may save the cost of hiring a guide for this portion of the trip. However, there is no way, short of parachuting, to use aircraft to reduce the length of the overland march the group must endure.

CHAPTER FOUR ADDENDUM

Player Aids

PLAYER AID #1: MAP TO CULT STRONGHOLD, FOUND IN THE GARIBALDI CAMP



APPENDIX

Timeline of World Events

This section provides a relatively detailed timeline for the year 1940 and contains key national and world news events. A more general timeline is included for the year 1939 which provides some of the most important international events pertaining to the Second World War. Most of these citations will be covered in newspapers available to the investigators (such as the Boston *Globe*, New York *Times*, and Greenfield *Daily Recorder*) on or soon after the dates given. Text in **bold** describes historic events that are likely not covered by newspapers, probably because they occur behind the scenes and aren't made public until months, years, or even decades later.

The Keeper should pay close attention to this timeline. Not only does it contain news events of potential interest to the investigators, but some of these events can have a direct bearing on the conduct of the campaign (such as the fall of France).

Another important use for this timeline is thematic. The storyline of the campaign is cast against the distant but powerful backdrop of World War II's early stages–a backdrop that comes to the fore in the chaotic social terrain of French Guiana as France falls to Hitler an ocean away. The heavy footfalls of violence in Europe should serve as a sort of spur to players, if used effectively; these events suggest that big things are going on, and that the investigators have an important role to play. This is a critical point in human history, in more ways than one.

One simple way to deliver on this thematic promise is to begin each session with a brief summary of what has happened globally since the beginning of the last session. At first the players may be puzzled. But as the campaign rolls on, and the magnitude of the threat they face becomes apparent, the steady juggernaut of Nazism will loom larger in their minds, infusing their fight against the Charnel Cult with a flavor and a fervor that might otherwise be lacking. This technique is a sort of subconscious thematic manipulation of the players that should bear fruit, and this timeline is the key.

FEBRUARY 10, 1939

- Pope Pius XI dies at the age of 81. He was the leader of the Roman Catholic Church for seventeen years. In March of 1937, he warned the world of the evils of Nazism.

MARCH 15, 1939

- German forces enter Prague, the capital of Czechoslovakia. The country is absorbed by the Third Reich. Some Czech troops escape into Poland and form a unit that fights the Germans there when war breaks out in September.

MARCH 28, 1939

- The Republicans in Spain surrender unconditionally. This concludes the Spanish Civil War, giving the Nationalists a complete victory. Francisco Franco becomes Spain's *Caudillo* (leader) **and for much of the war demonstrates strong pro-Axis sympathies.**

APRIL 7, 1939

- Italy invades and conquers Albania. King Zog of Albania flees with his queen to Greece.

JUNE 7, 1939

- King George VI begins a visit to the United States. This is the first time a reigning British monarch visits the U.S.

AUGUST 23, 1939

- Germany and the Soviet Union announce the signing the Nonaggression Pact, to the shock of the world. **In secret, the two totalitarian powers agree to spheres of influence in eastern Europe. They intend to divide Poland; in addition, the Soviet Union would take Finland, Estonia, and Latvia with German approval (Finland later proved to be a difficult opponent and was not absorbed).**

AUGUST 25, 1939

- Poland and the United Kingdom sign a mutual assistance treaty.

SEPTEMBER 1, 1939

- Germany launches a surprise invasion of Poland. This is the beginning of World War II in Europe.

SEPTEMBER 3, 1939

- France, Australia, New Zealand, and the United Kingdom declare war on Germany.

- The British liner *Athenia*, carrying over eleven hundred passengers and crew, is sunk by the German submarine *U-30*. One hundred and twelve people die including twenty-eight Americans. The *Athenia* is the first Allied ship lost in World War II.

SEPTEMBER 6, 1939

- Kraków, Poland falls to German forces.

- South Africa declares war on Germany.

SEPTEMBER 7, 1939

- The last Polish troops in the port city of Gdansk (called Danzig by the Germans) surrender.

SEPTEMBER 10, 1939

- Canada declares war on Germany.

SEPTEMBER 15, 1939

- The Soviet-Japanese border conflict in Manchuria ends.

SEPTEMBER 16, 1939

- After the Poles reject a surrender ultimatum, the Germans begin bombarding Warsaw.

SEPTEMBER 17, 1939

- The Soviet Union invades Poland from the east.

- The British aircraft carrier H.M.S. *Courageous* is sunk by a German submarine off the coast of Ireland. Over five hundred of the crew go down with the ship. The incident highlights British vulnerability to enemy submarines (ironically, the carrier was on an anti-submarine patrol at the time).

SEPTEMBER 27, 1939

- Warsaw falls to German forces.

SEPTEMBER 28, 1939

- The Polish army surrenders.

- Germany and the Soviet Union agree to the partition of Poland and sign a friendship treaty. Eastern Poland is given over to the Soviets; western Poland becomes German territory. **Thus begins Poland's anguish. By war's end, six million Poles are killed under German administration, half being Jewish. More die due to Soviet action. Also in the treaty, the last of the three Baltic republics, Lithuania, was placed in the Soviet sphere of influence.**

- The Soviets sign a mutual-assistance pact with Estonia. This is supposed to enhance Soviet protection against German aggression, **but is merely a precursor to occupation of the country by Soviet forces.**

SEPTEMBER 30, 1939

- By the end of the first month of the war, the Allies lose forty-one merchant ships totalling 153,000 gross tons. The Allies quickly move to convoy their ships, the best means known at the time to maximize defense.

OCTOBER 3, 1939

- The last significant Polish military units surrender near Luck.

OCTOBER 5, 1939

- The Soviet Union signs a mutual-assistance pact with Latvia.

OCTOBER 6, 1939

- All organized resistance to the Germans in Poland ceases. Thousands of Poles escape into neighboring countries; **many soon join the Allies and continue to fight the Axis.**

OCTOBER 19, 1939

- The Soviet Union signs a mutual assistance pact with Lithuania.

OCTOBER 14, 1939

- In a daring scheme, the German submarine *U-47* slips undetected into Scapa Flow and sinks the British battleship H.M.S. *Royal Oak* as it lies at anchor. The *U-47* escapes unharmed. Hundreds die aboard the *Royal Oak.*

OCTOBER 31, 1939

- Despite having fewer submarines at sea, German submarines have increased success over Allied merchant shipping by the end of October, 1939.

NOVEMBER 3, 1939

- The so-called "Cash and Carry" act is passed in the U.S. Congress. This allows the United States to sell war materiel to the Allies.

NOVEMBER 30, 1939

- The Soviet Union invades Finland, beginning the Winter War of 1939/1940. **Fighting continues until March, 1940. Finnish forces put up tremendous resistance; white-clad ski troops deliver an especially gallant defense. Finland is hailed in the West as being a kind of David facing a Soviet Goliath.**

DECEMBER 13, 1939

- The Battle of the River Plate occurs off the coast of Uruguay. The German pocket battleship *Admiral Graf Spee* loses the engagement with three British cruisers and retreats into Montevideo harbor. The British cruisers wait offshore for the enemy vessel to attempt a breakout.

DECEMBER 17, 1939

- The German pocket battleship *Admiral Graf Spee* is scuttled in the River Plate to avoid being interned or captured.

JANUARY 4, 1940

- The motion picture *The Grapes of Wrath* is released. Directed by John Ford and starring Henry Fonda, it becomes a great box-office success.

JANUARY 7, 1940

- The New York Film Critics Awards go to *Wuthering Heights* (best picture), James Stewart (best actor), Vivian Leigh (best actress), and John Ford (best director).

JANUARY 8, 1940

- Food rationing commences in the United Kingdom.

JANUARY 17, 1940

- A severe cold wave sweeps over Scandinavia, the Baltic States, and parts of the Soviet Union. Temperatures descend to the lowest levels recorded in twenty years. This brings fighting in Finland to a halt.

JANUARY 23, 1940

- A severe cold wave strikes China. In Shanghai alone, 650 die.

FEBRUARY 1, 1940

- Work commences in the Norfolk Navy Yard on the U.S.S. *Alabama*, the last of four *South Dakota* class battleships. **This is part of an unprecedented naval construction programme which will ultimately serve the Allies well as the war in Europe expands to encompass the globe.**

FEBRUARY 16, 1940

- The German supply ship *Altmark* is pursued into a Norwegian fjord by the British destroyer H.M.S. *Cossack*. Though both vessels violate Norwegian neutrality (sparking a protest from that country's government), the *Cossack* liberates 299 British sailors that had been lately transferred from the German battleship *Admiral Graf Spee*. The *Altmark* is allowed to return to Germany.

FEBRUARY 21, 1940

- **In occupied Poland, construction commences on the concentration camp at Auschwitz. It is to become perhaps the best known and most notorious German concentration camp.**

FEBRUARY 29, 1940

- The Academy Awards ceremony is held. *Gone With the Wind* is best picture for 1939, Robert Donat is best actor, and Vivian Leigh is best actress.

MARCH 1, 1940

- Soviet troops reach the outskirts of Viborg, Finland.

MARCH 2, 1940

- Two people die when tornadoes strike the lower Ohio and Mississippi River valleys.

MARCH 4, 1940

- A severe ice storm affects an area from eastern Pennsylvania to Boston, Massachusetts. Damage caused exceeds that of the 1938 hurricane.

MARCH 7, 1940

- Finland and the U.S.S.R. agree to armistice negotiations.

- France calls U.S. citizens to volunteer for military service.

MARCH 8, 1940

- President Don Jacinto B. Peynaldo of the Dominican Republic dies.

MARCH 12, 1940

- After negotiations, the Soviets and Finns reach a peace agreement, ending the Winter War. Hostilities cease and Finland cedes some border territories to the Soviet Union. Though some land is lost, Finland thwarts the Soviet ambition to absorb it (thus avoiding the fate of its less fortunate neighbors Latvia, Lithuania, and Estonia).

MARCH 15, 1940

- Finland's Parliament ratifies the peace agreement with the Soviet Union.

MARCH 19, 1940

- French Premier Daladier resigns. Paul Reynaud forms a new cabinet.

MARCH 20, 1940

- The Soviet Presidium ratifies the peace treaty with Finland.

- Connecticut's highest court upholds that state's anti-birth control law. This law prohibits the use of contraceptives without any exceptions.

MARCH 31, 1940

- A Gallup Poll reveals that 1% of Americans polled favor a German victory in the European war. 84% favor the Allies and 15% express no opinion.

- Helsinki newspapers report that the 1940 Olympic Games, which were scheduled to be held in Helsinki, will not occur.

APRIL 3, 1940

- A severe earthquake rocks the Turkish region of Anatolia.

APRIL 6, 1940

- At 5:00 P.M. Eastern Standard Time, a solar eclipse is visible in the northeastern United States.

APRIL 8, 1940

- President Roosevelt signs into law a bill that classifies the bald eagle as an endangered species.

APRIL 9, 1940

- Germany invades Denmark and Norway. A virtually defenseless Denmark is occupied in a single day without a shot being fired. **(Danish resistance both inside Denmark and overseas later proves to be an exceptionally annoying thorn to the Germans.)**

APRIL 10, 1940

- The United States freezes Norwegian and Danish government assets in the U.S.

APRIL 15, 1940

- British troops land in Norway.

- In the U.S., the major league baseball season opens.

APRIL 19, 1940

- French and Polish troops land in Norway.

APRIL 30, 1940

- Work on the modern Italian battleship *Vittorio Veneto* is completed.

MAY 1, 1940

- Work on the modern Italian battleship *Littorio* is completed.

MAY 6, 1940

- The Pulitzer Prize for most distinguished novel by a U.S. author in 1939 is awarded to John Steinbeck's novel *The Grapes of Wrath*.

MAY 9, 1940

- British troops land in Iceland.

MAY 10, 1940

- Germany invades the Netherlands, Belgium, and Luxembourg.

- Seven panzer divisions begin the push through the Ardennes in a drive toward the Meuse River.

- French and British troops enter Belgium as part of a pre-arranged plan for the defense of the country.

- The United Kingdom occupies Iceland.

- Neville Chamberlain resigns as Prime Minister of the United Kingdom. He is replaced by Winston Churchill.

MAY 11, 1940

- At Dutch request, British and French forces occupy the Dutch-controlled islands of Curacao and Aruba in the Caribbean Sea to prevent a possible German takeover.

MAY 13, 1940

- Though it had been declared an open city and was negotiating surrender, Rotterdam is subjected to heavy German aerial bombardment. Over eight hundred die, **but it later becomes apparent that the bombing was a mistake.**

- German forces cross the Meuse River.

- Queen Wilhelmina and her family flee Holland and escape to London.

MAY 14, 1940

- The key Belgian fortifications at Liège and along the Albert Canal fall to German forces.

- Recruiting in Britain begins for the Home Guard, a volunteer defense force composed of men normally ineligible for military service due to age or occupation.

MAY 14-15, 1940

- The Dutch army surrenders.

MAY 17, 1940

- The Belgian cities of Louvain and Brussels fall. The Belgian government relocates to Ostend.

MAY 18, 1940

- Led by Panama, twenty-one American republics condemn the German invasion of the Low Countries.

MAY 19, 1940

- After the German breakthrough, General Maurice Gamelin (the commander-in-chief of the French Army) is replaced by General Maxime Weygand.

MAY 21, 1940

- German forces approach to within sixty miles of Paris. Evacuation of that city begins.

MAY 24, 1940

- German forces encircle and trap a large British/French force in Normandy in the vicinity of Dunkerque.

- 249 die in a series of violent earthquakes in Peru.

MAY 26, 1940

- The Dunkerque evacuation begins. More than one thousand vessels, including many small, private craft, are used to rescue encircled Allied troops.

MAY 27, 1940

- Calais, France falls to the Germans.

MAY 28, 1940

- French mountain troops seize the port of Narvik, Norway in an effort to support the beleaguered Norwegians and to deny the vital port's use to Germany. Without Narvik, Germany would be hard-pressed to obtain captured Norwegian resources and important Swedish exports (most notably iron ore).

- The Belgian army surrenders.

MAY 29, 1940

- The city of Lille, France falls.

MAY 30, 1940

- Wilbur Shaw wins the Indianapolis 500 automobile race for the second consecutive year.

JUNE 2, 1940

- Narvik, Norway is obliterated by German bombers.

JUNE 3, 1940

- The Germans bomb Paris for the first time in World War II.

JUNE 4, 1940

- The Dunkerque evacuation ends. Over 330,000 British and French troops are safely pulled out, but thousands are still captured by the Germans. Most arms and equipment and all heavy equipment, artillery, and vehicles are abandoned.

- Winston Churchill, in a famous speech to the House of Commons, declares, "We shall fight in France, we shall fight on the seas and oceans; we shall fight with growing confidence and growing strength in the air, we shall fight on the beaches, we shall fight on the landing grounds, we shall fight in the fields and in the streets, we shall fight in the hills; we will never surrender."

JUNE 5, 1940

- The Germans renew their drive toward Paris.

JUNE 8, 1940

- The British aircraft carrier H.M.S. *Glorious* is sunk by the German battleships *Scharnhorst* and *Gneisenau* off the coast of northern Norway.

JUNE 9, 1940

- The Norwegian army surrenders.

- Charles de Gaulle goes to London for his first conference with Winston Churchill.

JUNE 10, 1940

- The last Allied forces are driven from Norway. **Norwegian resistance efforts both inside the country and overseas provide an important boost to Allied efforts.**

- German forces cross the river Seine.

- The French government flees Paris.

- Italy declares war on France and the United Kingdom.

JUNE 11, 1940

- Malta sustains the first raid by Italian aircraft. **The strategic Mediterranean island goes on to suffer two years of brutal punishment, but survives and never surrenders.**

- Paris is declared to be an open city.

JUNE 14, 1940

- Paris falls to the Germans.

JUNE 15, 1940

- The Soviet Union occupies Lithuania.

JUNE 16, 1940

- French resistance to the German onslaught collapses.

- Reynaud resigns as French premier. Marshal Henri Philippe Petain, hero of the First World War, becomes President of France.

JUNE 17, 1940

- The Soviet Union occupies Latvia and Estonia.

- Charles de Gaulle flees Paris and travels to London. He intends to continue the struggle against the Axis from French overseas colonies.

JUNE 18, 1940

- In a radio address made from London, General Charles de Gaulle calls for French officers, soldiers, and civilians to come to Britain to continue the fight against the Axis. This plea is largely ignored.

JUNE 19, 1940

- In a similar radio address to the one of the previous day, Charles de Gaulle appeals to authorities in France's overseas colonies to continue resisting the Axis; he is again ignored.

JUNE 22, 1940

- Three encircled French armies (consisting of 400,000 troops) at the Maginot Line surrender.

- France signs an armistice with Germany.

- Charles de Gaulle repeats the plea that he first made on June 18 that called for continued French resistance to the Axis. This call brings a quick response by French citizens around the world. **Eventually, thousands flock to de Gaulle.**

June 24, 1940

- France signs an armistice with Italy.

- The Republican Party adopts as part of its platform that the United States should remain out of the European war.

June 25, 1940

- Fighting ends in France.

June 26-28, 1940

- The Soviet Union demands that Romania cede Bessarabia and northern Bukovina. The Germans apparently approve of this action due to their Nonaggression Pact with the Soviets.

June 27, 1940

- Work commences in the New York Navy Yard on the U.S.S. *Iowa*, the first in a class of four modern battleships **that are the last such vessels completed by the United States.**

June 28, 1940

- The British **(reluctantly)** accept Charles de Gaulle as the head of the Free French.

- In a decisive BBC radio address, Charles de Gaulle assumes command of the budding Free French forces and states that all French military personnel around the world are honor-bound to resist the Axis.

June 30, 1940

- The Germans invade and occupy the Channel Islands. **This is the only British home territory that falls to the Axis.**

July 1, 1940

- A neutral French government in the city of Vichy, France is established. It administers southern France (the portion not in direct Axis control) and all French overseas possessions.

July 2, 1940

- The Soviet Union occupies two northern provinces belonging to Romania (Bessarabia and northern Bukovina). **Not surprisingly, this helps motivate Romania to join the Tripartite Pact on November 23, 1940.**

July 3, 1940

- In a controversial move, British naval forces attack and sink the French fleet at Mers el-Kebir, a French naval base at Oran, Algeria. French losses include the battleships *Dunkerque* and *Provence*.

- The British seize French naval vessels in Plymouth and Portsmouth including two battleships and nine destroyers.

- The first German prisoners of war arrive in Canada.

July 5, 1940

- In response to the attack on the French fleet, the Vichy government of France breaks diplomatic relations with the United Kingdom.

July 7, 1940

- **The German submarine *U-30* arrives at the French port of Lorient. It is the first Axis submarine to arrive in a captured French port. These installations allow greater freedom of movement and range for U-boats and greatly compound British concerns.**

July 8, 1940

- British warships attack and severely damage the French battleship *Richelieu* at the French naval base at Dakar in French West Africa.

July 9, 1940

- The Italian battleship *Giulio Cesare* is severely damaged in the Battle of Calabria in the Mediterranean Sea. No damage is inflicted on the British ships involved in the engagement.

- In St. Louis, Missouri, the National League beats the American League in the All-Star Classic. The score is 4 to 0 and it is the first shut-out in the All-Star Classic's history.

July 10, 1940

- The initial phase of the Battle of Britain (the air war over Britain) begins.

July 11, 1940

- Marshal Petain becomes the head of the Vichy government.

July 12, 1940

- The British acquiesce to Japanese demands and close the Burma Road. This isolates China from the outside world.

- The Polish government in exile moves to London from France.

JULY 14, 1940

- In a radio broadcast Churchill declares, "We would rather see London laid in ruins and ashes than that it should be tamely and abjectly enslaved."

- Fulgencio Batista is elected President of Cuba. In election-related violence, six die.

JULY 15, 1940

- The United States freezes the assets of Latvia, Lithuania, and Estonia.

JULY 20, 1940

- President Roosevelt signs the "Two-Ocean Navy" act into law. This calls for a substantial U.S. naval buildup (thirty-five battleships, twenty aircraft carriers, and eighty-eight cruisers).

JULY 21, 1940

- The newly installed puppet regimes in the three Baltic republics apply for admission into the Soviet Union. **In August, all three are absorbed and become formally part of the U.S.S.R.**

JULY 22, 1940

- The French colony in the New Hebrides joins the budding Free French coalition. **Over the following months, many other French overseas possessions abandon the Vichy regime and join the Free French.**

JULY 25, 1940

- A heat wave lasting for days hits New York City.

JULY 26, 1940

- Italian aircraft bomb Gibraltar.

JULY 30, 1940

- An intense earthquake strikes Turkey, killing one thousand people.

JULY 31, 1940

- **The slowly growing Free French forces in Britain consist of barely seven thousand men.**

AUGUST 3, 1940

- Estonia is incorporated into the Soviet Union.

- A powerful Italian ground force invades British Somaliland. It takes them five days to secure the colony during which time they also occupy French Somaliland (which is essentially undefended).

AUGUST 5, 1940

- Latvia is incorporated into the Soviet Union.

AUGUST 6, 1940

- Lithuania is incorporated into the Soviet Union.

AUGUST 7, 1940

- Alsace-Lorraine (a portion of northern France) is incorporated into Germany.

AUGUST 12, 1940

- An aircraft carrying four Australian cabinet members crashes near Canberra, Australia. All four die.

AUGUST 13, 1940

- Eagle Day. This is the first day of the main phase of the Battle of Britain. Airfields, sector stations (which coordinate air interception), and radar installations are the primary targets.

AUGUST 15, 1940

- This is the heaviest individual day of fighting during the Battle of Britain. The Germans lose seventy-five aircraft; the British lose thirty-one.

- In a major error of judgement, Reichsmarschall Hermann Göring orders that attacks on British radar sites cease. **Were these sites destroyed, the ability of British interceptors to reach Axis bombers would have been crippled.**

AUGUST 17, 1940

- In a major air victory, Royal Air Force fighters shoot down twenty-six of eighty-seven attacking German Ju-87 *Stuka* dive bombers and damage another fourteen. These losses prove the weakness of the obsolescent design and force the Germans to withdraw them from the battle (they continue to prove valuable in service in areas where the Luftwaffe controls the skies).

- Greece mobilizes its armed forces in response to increasing tensions with Italy.

AUGUST 19, 1940

- In response to higher-than-expected losses, Göering orders larger numbers of fighter escorts for bomber formations. This reduces the number of individual raids carried out, but makes it immensely difficult for the British to stop the raids launched. The Germans begin a merciless and highly effective pounding of British airfields and sector stations. The R.A.F. Fighter Command is on the brink of collapse.

AUGUST 20, 1940

- In a speech to the House of Commons during the Battle of Britain, Winston Churchill makes this statement concerning the brave pilots of the Royal Air Force: "Never in the field of human conflict was so much owed by so many to so few."

- Leon Trotsky, age 61, is mortally wounded in his Mexico City, Mexico residence by a Stalinist agent wielding an ice axe. He dies the next day.

AUGUST 22, 1940

- British troops pull out of Shanghai, China. This is the end of nearly a century of British presence there.

AUGUST 23, 1940

- Roberto M. Ortiz resigns as president of Argentina.

AUGUST 24, 1940

- London is accidentally bombed by the Luftwaffe.

AUGUST 25-26, 1940

- The first bombing attack on Berlin is carried out by the British. This nighttime raid is conducted in retaliation for the bombing of London the night before. Physical damage to the city is insignificant, but the inhabitants are appalled (Göring had boasted that such a raid was not possible due to German defenses).

AUGUST 30, 1940

- A German-Italian commission arbitrating a territorial dispute between Romania and Hungary gives over the Romanian province of Transylvania to Hungary. The latter country at the time was deemed the stronger ally of Germany.

SEPTEMBER 3, 1940

- The United States gives the United Kingdom fifty badly needed World War I surplus destroyers. In exchange, the U.S. gains base rights in British possessions. These rights permit the establishment of bases for ninety-nine years without pay.

SEPTEMBER 7, 1940

- The Luftwaffe once again shifts to a new primary target in Britain, **a fateful decision that many historians agree marked the final and most significant blunder in the German air campaign against Britain.** This is the first day London is targeted by a mass-bombing raid. Luftwaffe bombers return to attack London for fifty-seven consecutive nights. This is often called "the Blitz." On the first day of the Blitz, the British are caught off guard and the intial strikes get through virtually unopposed. Damage to London is substantial.

- At German insistence, southern Dubruja (a portion of Romania inhabited primarily by Bulgarians) is ceded to Bulgaria. By this time, Romania has, in less than a year, lost almost forty thousand square miles of territory and four million citizens without having gone to war or been subjected to invasion.

SEPTEMBER 13, 1940

- Italian forces enter Egypt.

SEPTEMBER 15, 1940

- In Canada, all single men between the ages of 21 and 25 are called to military service.

- A hurricane pounds the Canadian provinces of Nova Scotia, New Brunswick, and Prince Edward Island. This temporarily cuts Halifax off from the rest of the world.

SEPTEMBER 16, 1940

- The Selective Service Bill becomes law in the United States. All males between the ages of 21 and 35 must register for the draft. This is the first peacetime draft in U.S. history.

- Work commences in the Philadelphia Naval Yard on the U.S.S. *New Jersey*, one of four modern *Iowa* class battleships.

SEPTEMBER 17, 1940

- Operation *Seeloewe* (Sea Lion) is indefinitely postponed by Hitler. This was the planned invasion of England.

SEPTEMBER 18, 1940

- The Cincinnati Reds win their second consecutive National League pennant.

SEPTEMBER 21, 1940

- The Mexican government sends troops to the state of Chihuahua to put down a rebel uprising.

SEPTEMBER 23, 1940

- Operation Menace begins. It is an attempt to seize the French West African port of Dakar with a combined Free French and British force. Vichy French resistance is stiff and is bolstered by the presence of naval vessels, including the powerful battleship *Richelieu*.

SEPTEMBER 24, 1940

- Vichy French aircraft from North Africa bomb Gibraltar in retaliation for British attacks on French possessions in Africa.

SEPTEMBER 25, 1940

- Operation Menace ends in a fiasco. Allied forces pull out. **Dakar remains in Vichy French hands until late 1942.**

SEPTEMBER 26, 1940

- The United States initiates an embargo of scrap iron and steel on Japan. The U.S. is Japan's primary source of this vital war materiel.

SEPTEMBER 27, 1940

- Germany, Italy, and Japan sign the Tripartite Pact, making Japan the third major member of the Axis.

- The Detroit Tigers win the American League pennant.

SEPTEMBER 30, 1940

- A typhoon strikes southern Formosa, killing fifty people.

OCTOBER 5, 1940

- All of the U.S. Navy's reserves (21,591 men) are ordered to active service.

OCTOBER 7, 1940

- German troops enter Romania to guarantee and safeguard its borders. This is with the agreement of a new Fascist regime led by Prime Minister Ion Antonescu. The more pragmatic reason for this action is to protect Romania's vital petroleum fields.

OCTOBER 8, 1940

- The Cincinnati Reds beat the Detroit Tigers in game 7 to win the World Series. The score is 2 to 1.

OCTOBER 10, 1940

- Citing the war, the medical faculty of Stockholm University announces that it will not award the Nobel Prize for medicine this year.

OCTOBER 12, 1940

- Operation Sea Lion is cancelled.

- Tom Mix, cowboy and popular actor, is killed in an automobile accident in Arizona.

OCTOBER 16, 1940

- Selective Service registration begins in the United States. This process registers all males aged 21 to 36 for the draft.

OCTOBER 18, 1940

- With U.S. support, the British reopen the Burma Road.

OCTOBER 27, 1940

- For the first time since the fall of France, Charles de Gaulle lands at territory under Free French rule: the colony of Brazzaville.

- New York's World Fair closes.

OCTOBER 28, 1940

- In an ill-conceived plan, Italy attacks Greece from occupied Albania.

NOVEMBER 1, 1940

- The British decide to send forces to Greece to bolster its defense. Initially, this includes half the R.A.F. aircraft stationed in Egypt. **The decision is a political one designed to influence neutral countries such as Turkey.**

NOVEMBER 2, 1940

- Reports indicate that Greek forces are driving the Italians back into Albania and that Greek and British aircraft have bombed Tirana, Albania's capital.

- Rebels in the Mexican state of Chihuahua are reported to have surrendered to government forces.

NOVEMBER 3, 1940

- Guam is struck by a typhoon. It causes heavy property and crop damage.

NOVEMBER 4, 1940

- In a stunning turn of events, the Greek Army counterattacks and pushes back the Italians. They begin an invasion of Italian-occupied Albania. **(In response to the Italian request for assistance, on April 6, 1941, German forces invade from Bulgaria. Stopped by Greek fortifications, a second German invasion from occupied Yugoslavia outflanks the beleaguered Greeks and leads to Axis victory.)**

NOVEMBER 5, 1940

- Election Day: Franklin Delano Roosevelt wins a third term as President of the United States, beating his Republican challenger, Wendell Willkie, by a ten percent margin in the popular vote. Winning a third presidential term is unprecedented in U.S. history.

NOVEMBER 6, 1940

- In the U.S., the Selective Service reports that several hundred thousand men have volunteered for one year of military service, making it unlikely that conscription will be required to fill the initial quota.

NOVEMBER 9, 1940

- Former British Prime Minister Neville Chamberlain dies at the age of 71.

NOVEMBER 10, 1940

- The worst earthquake in Romania's history kills thousands and causes extensive property damage.

NOVEMBER 11, 1940

- In the U.S., tornadoes and blizzards sweep from the

Rockies to the Appalachians and from Canada to the Gulf of Mexico. Twenty-two people are killed.

NOVEMBER 11-12, 1940

- A nighttime British carrier air strike against the Italian fleet anchored at Taranto is an overwhelming success. The powerful new battleship *Littorio* is sunk **(though is later refloated and put back into action)** and two older battleships (*Conte di Cavour* and *Caio Duilio*) are crippled. **Of the latter two, only one again sees service.** The operation helps assure British control over the Mediterranean, **but also helps inspire the Japanese in their plans to attack Pearl Harbor.**

NOVEMBER 12, 1940

- Work is completed on the British battleship H.M.S. *King George V*. It is the first in a class of five modern battleships and is the first such vessel to be completed in Britain since 1927. **This ship later proves instrumental in sinking the German battleship *Bismarck* on May 27, 1941.**

NOVEMBER 14, 1940

- Premier Hassan Sabry Pasha of Egypt collapses and dies at the opening session of Egypt's Parliament.

NOVEMBER 14-15, 1940

- Coventry, England is subjected to a highly destructive massed aerial bombing. The nighttime raid is apparently both in response for an attack on Munich on November 8 and because of the amount of war industry in the city.

NOVEMBER 15, 1940

- King Farouk of Egypt names Hussein Sirry Pasha as the new premier of Egypt.

NOVEMBER 20, 1940

- Hungary joins the Tripartite Pact.

NOVEMBER 21, 1940

- Almost all invading Italian forces have been driven from Greek soil back into Albania.

NOVEMBER 23, 1940

- Romania joins the Tripartite Pact.

NOVEMBER 24, 1940

- Slovakia joins the Tripartite Pact. Slovakia is a portion of eastern Czechoslovakia.

- Viscount Craigavon, the premier of Ireland since 1921, dies at Glencraig near Belfast. He was 69 years old.

NOVEMBER 30, 1940

- In the annual Army-Navy football game in Philadelphia, Navy beats Army, 14 to 0.

DECEMBER 8, 1940

- The Chicago Bears wins the NFL championship by pulverizing the Washington Redskins, 73 to 0. This is a new scoring record for professional football.

DECEMBER 9, 1940

- British forces counterattack in Egypt.

DECEMBER 10, 1940

- In Egypt, Sidi Barrani falls to the British. 35,000 Italians are taken prisoner.

DECEMBER 14, 1940

- The aircraft carrier U.S.S. *Hornet* is launched.

DECEMBER 16, 1940

- An announcement from Oslo: there will be no Nobel Peace Prize in 1940.

- The 531 members of the electoral college of the United States confirm the popular election of November 5. 449 ballots are cast for Roosevelt and 82 are cast for Willkie.

DECEMBER 21, 1940

- Regular Army strength in the United States exceeds four hundred thousand for the first time since World War I.

DECEMBER 22, 1940

- Novelist F. Scott Fitzgerald dies in Hollywood, California at the age of 44.

- The National Board of Review of Motion Pictures names *The Grapes of Wrath* as the best Hollywood film of 1940.

DECEMBER 23, 1940

- An earthquake lasting twenty minutes centered near Ossipee or Tamworth in New Hampshire rocks the northeastern U.S. and southern Canada. Little damage is done.

DECEMBER 29, 1940

- London is subjected to a firebombing attack. Many historic landmarks are consumed in the fifteen-hundred fires caused by the incendiaries.

- New York Film Critics hail *The Grapes of Wrath* as the best motion picture of 1940. Charlie Chaplin is honored as best male performer and Katherine Hepburn as best female performer.

- In a "fireside chat" over national radio, President Roosevelt describes the United States as being "the arsenal of democracy."

CURTAIN CALL

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REALM OF SHADOWS

Name____________________ Occupation____________________

Gender_____ Age_____ Nationality_______________ Residence_______________

Schools & Degrees____

INVESTIGATOR STATISTICS

STR		DEX		INT		Idea		Damage Bonus ______
CON		APP		POW		Luck		Current Date ______
SIZ		SAN		EDU		Know		

MAGIC POINTS

Unconscious= 0				1
2	3	4	5	6
7	8	9	10	11
12	13	14	15	16
17	18	19	20	21
22	23	24	25	26

HIT POINTS

Dead=		0	1	2
3	4	5	6	7
8	9	10	11	12
13	14	15	16	17
18	19	20	21	22
23	24	25	26	27

SANITY POINTS & MENTAL HEALTH

(99-Cthulhu Mythos:_____) **Insanity** = 0 1 2 3 4 5 6 7 8 9 10 11
12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33
34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55
56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77
78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

Phobias____

Mental Disorders___________________________________

PORTRAIT

INVESTIGATOR SKILLS

- ☐ Accounting (10) ______
- ☐ Anthropology (00) ______
- ☐ Archæology (00) ______
- ☐ Architecture (00) ______
- Art (05):
- ☐ ____________ ______
- ☐ Astronomy (00) ______
- ☐ Bargain (05) ______
- ☐ Biology (00) ______
- ☐ Boating (10) ______
- ☐ Botany (00) ______
- ☐ Carpentry/Woodcraft (10) ______
- ☐ Cartography (00) ______
- ☐ Chemistry (00) ______
- ☐ Climb (40) ______
- ☐ Conceal (15) ______
- ☐ Credit Rating (15) ______
- Cthulhu Mythos (00) ______
- ☐ Demolitions (00) ______
- ☐ Dodge (DEX x2) ______
- ☐ ____________ ______
- ☐ Drive Auto (20) ______
- ☐ Electrical Repair (10) ______
- ☐ ____________ ______
- ☐ Fast Talk (05) ______
- ☐ First Aid (30) ______
- ☐ Forensics (00) ______
- ☐ Geology (00) ______
- ☐ Hide (10) ______
- ☐ History (20) ______
- ☐ Jump (25) ______
- ☐ Law (05) ______
- ☐ Library Use (25) ______
- ☐ Listen (25) ______
- ☐ Locksmith (00) ______
- ☐ Martial Arts (00) ______
- ☐ Mathematics (10) ______
- ☐ Mechanical Repair (20) ______
- ☐ Medicine (05) ______
- ☐ Natural History (10) ______
- ☐ Navigation, Land (10) ______
- ☐ Navigation, Sea/Air (00) ______
- ☐ Occult (05) ______
- ☐ Operate Hvy. Machine (00) ______
- Other Language (00):
- ☐ ____________ ______
- Own Language (EDU x5):
- ☐ ____________ ______
- ☐ Persuade (15) ______
- ☐ Pharmacy (00) ______
- ☐ Photography (10) ______
- ☐ Physics (00) ______
- Pilot (00)
- ☐ ____________ ______
- ☐ Psychoanalysis (00) ______
- ☐ Psychology (05) ______
- ☐ Ride (05) ______
- ☐ Sailing (00) ______
- ☐ Sneak (10) ______
- ☐ Spot Hidden (25) ______
- ☐ Surgery (00) ______
- ☐ Swim (25) ______
- ☐ Throw (25) ______
- ☐ Track (10) ______
- ☐ Woodcraft/Carpentry (10) ______
- ☐ Zoology (00) ______

COMBAT SKILLS

Weapon	Shots	Attk%	Impale	Damage	HP	Ammo	Weapon	Shots	Attk%	Impale	Damage	HP	Ammo
☐							☐						
☐							☐						
☐							☐						

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